

SPECIAL REPORT:
THE FUTURE OF THE 'NET

IRONY ALERT: USING THE WEB TO SAVE TV SHOWS SUCH AS MST3K AND FOREVER KNIGHT

INTERNETTM underground

GOT CREATIVE USES FOR THOSE
PESKY ONLINE
DISKS?

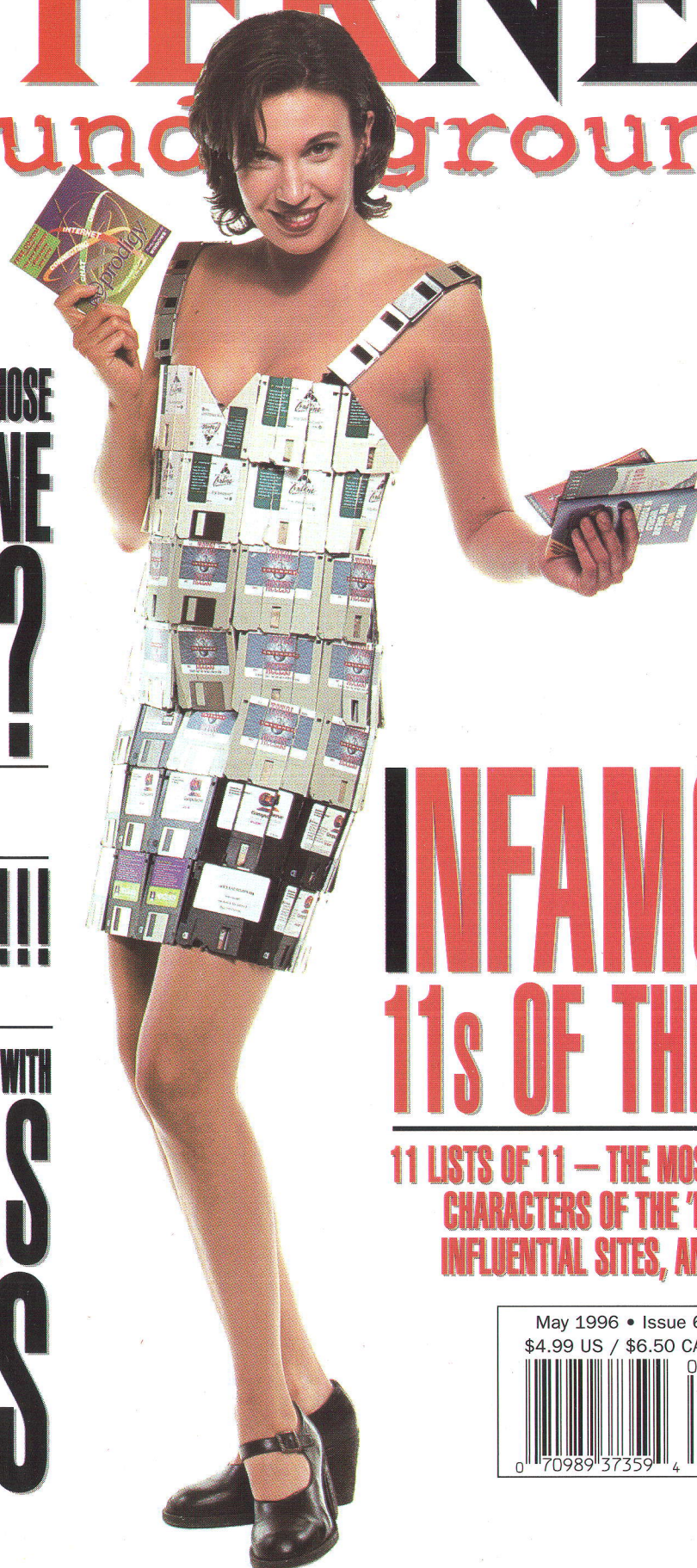
ENTER OUR CONTEST: SEE
PAGE 57 FOR DETAILS

COMMUNISM!!!

JUST A CLICK AWAY...

HITCHHIKING ACROSS THE 'NET WITH

**DOUGLAS
ADAMS**



**INFAMOUS
11s OF THE 'NET**

11 LISTS OF 11 — THE MOST SUBVERSIVE
CHARACTERS OF THE 'NET, MOST
INFLUENTIAL SITES, AND MORE...

May 1996 • Issue 6
\$4.99 US / \$6.50 CAN



0 70989 37359 4

All the Internet you can eat.



\$19.95 flat rate.* Unlimited usage.

Pig out.



The coolest, easiest Internet access on Earth.

Plus, every account includes a free 2 meg Web site.
Call now for your free EarthLink Network TotalAccess™ software
with Netscape Navigator™ Version 2.0.

1-800-395-8425

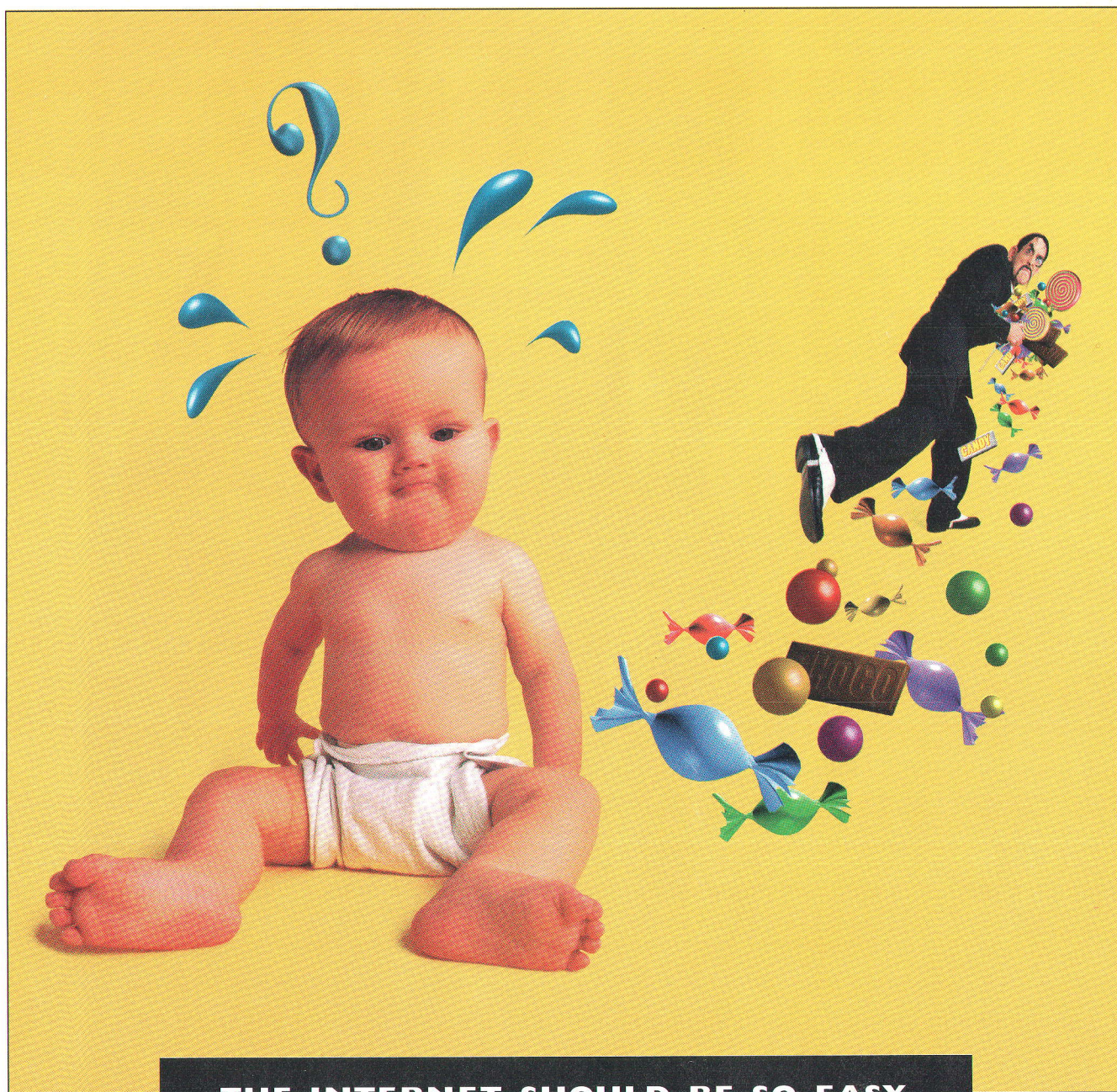
Internet access in over 220 cities in the U.S. and Canada. Software for MACINTOSH, WINDOWS, WINDOWS 95, featuring Netscape Navigator 2.0. EarthLink Network is one of the largest Web space providers in the U.S. and also provides ISDN, Frame Relay, T1 and other Internet services.

** There is a one-time set-up fee of \$25.00. Prices for Canada are different.*

EarthLink Network, Inc. 3100 New York Drive, Pasadena, California 91107. Fax: (818) 296-2470
Info via email: info@earthlink.net. Live human via email: sales@earthlink.net. Visit our Web site at <http://www.earthlink.net>

Copyright ©1996 EarthLink Network, Inc. All Rights Reserved. Trademarks are property of their respective owners. Netscape Communications, Netscape Navigator and the Netscape Communications logo are trademarks of Netscape Communications Corporation.



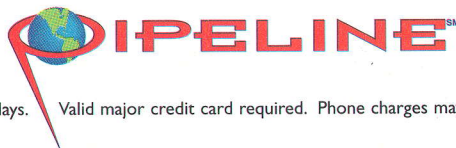


THE INTERNET SHOULD BE SO EASY.

WITH PIPELINE, THE INTERNET IS AS EASY AS STEALING CANDY FROM A BABY.

THE CANDY: Easy to take, easy to use, not to mention immediate access to the Internet; enough information to get your doctorate; e-mail that virtually eliminates the need for the post office; as well as News Groups, Internet Relay Chat, FTP, Gopher and the opportunity to create your own homepage on the World Wide Web. Our award-winning, easy interface is fully compatible with leading Web browsers, including Netscape. **THE DEAL:** For only \$19.95 a month you get unlimited local access to all the Internet has to offer and no sneaky additional hourly charges to make you cranky. **THE NUMBER:** If you're still not interested, ring us at **1-800-290-5973** anyway.

The call's free, the software's free and so are your first 14 days. You've got nothing to lose.



Service fees apply beyond the first 14 free days. Valid major credit card required. Phone charges may apply. A PSINet Company. © PSINet Inc. 1996.

1. The Cover: Go look at it again, isn't it cool this month?

<http://www.underground-culture.co>

departments

4. Inside the Underground: If you needed the table of contents to find this, we think you'll have some trouble with some of the big words in this month's issue.

6. Masthead: Get to know us.

8. Contributors: Get to know some of us a little better.

9. Hyperlink - The Letter from the Editors: blaming our mothers for this month's issue.

10. E-Mail: The usual barrage of self-congratulatory correspondence with the occasional poison pen thrown in. Plus: The Deady Watch.

12. Top Ten: There are a million sites in the Naked City; these are 10 of the best.

14. Alt.culture.watch: Prodigy's peanuts on planes, *Playboy* posts pinups and other cultural tidbits that didn't fit neatly into the "p" theme.

16. Netline: Who owns the rights to your site? Is Traci Lords running for Congress? Can you listen to the Web over your phone? Netline has the answers.

24. Weird on the Web - Our recipe for the bizarre: Start with Hairy Humans, add some Animated Meat and just a dash of UFO Abduction Insurance.

65. Frequently Answered Questions: Sorting out fact and fiction with the creator of the net.legends FAQ

66. Reviews: Why read the books, when you can read the reviews?

68. 403 Forbidden: Do you secretly yearn to be a transvestite? If so, your secret's safe with this site.

69. Flamethrower: What's to blame for your slow connection? Greed.

Bonus: Free Inside! Pages 71-80: The WebGuide - The Web, it's exciting and new. Come aboard the WebGuide we're expecting you. Join the Captain, Doc, Gopher, Isaac and Julie as we cruise around the Web pointing out exotic ports of call and must-see sites.

70. BrainPan - Dispatches from the Digital Edge: The Unavoidable Death of the HTML Coder

81. Web Pages We're Glad We Can't Find: Eugene "Don Juan" Freeman's Secrets to Incredibly Cheap Dating!!

82. @ Large: Mirsky picks (what else) his Top 11 Worst Top 10 Lists on the Web.

the

under

inside!

features

ground

28. SPECIAL REPORT: The Future of the Internet

by Kathleen Flinn
and Simson Garfinkel

With the dynamics of the Internet changing on a daily basis, we talk to the people who are shaping the bandwidth's future and analyze where the 'net is headed on the commercial, cultural and technological levels.

36. A Fistful of Spam

by Rob Bernstein

E-mailboxes and newsgroups are increasingly becoming littered with spams. Fortunately, there are some brave souls out there who are willing to clean up the mess.

42. Click here for Communism

by Lauren Gonzalez

Forty years ago being a Communist was a dicey proposition, but now joining the party is as easy as clicking your mouse. A look at how the party is using the Internet to get surfers of the world to unite.

46. The Immaculate Reception

by Justin Ware

Your favorite TV show has been marked for cancellation. You're desperate, but where can you turn? A look at how fans of shows such as *Mystery Science Theater 3000* and *Forever Knight* mounted campaigns on the 'net looking for salvation from network boneheads.

50. ON THE COVER: Our Top 11 Lists

by the IU staff

You know that picture on the cover...that dress of disks is number one on our list of Top 11 Things you can make out of disks from the online services and ISPs. Think you can do better? Why not enter our contest and win a fabulous listing in the masthead plus the IU box o' stuff. We've got plenty of other Top 11 Lists too: The 11 Sites that Revolutionized the Web, The Top 11 Home Page Clichés, The 11-part Pat Buchanan Purity Test, and more. Why do our lists go up to 11? If you've ever seen *Spinal Tap*, you know 11 is one more than 10.

58. Nothin' But Net

by Alex Gordon

When Northwestern University basketball player Dan Kreft leaves the court he heads for the Internet. His Web site, detailing the trials and triumphs of a college basketball player, caused quite a stir last season.

62. On the Net with... Douglas Adams

by Rob Bernstein

We catch up with the famous British sci-fi satirist and get the scoop on his latest projects including the adaptation of his *Hitchhiker* series for the infobahn.

(On the Cover:)

Assistant Editor Lauren Gonzalez sports a stunning little number from the spring collection of Senior Editor Kathleen Flinn (\$2,600). Shoes by Wild Pair (\$10).

Hair/Makeup by Jackie Andrus.

Photo by Dave Robinson.

Catering provided by Hormel, featuring Spam brand luncheon meat. All guests of Internet Underground stay in Rob Bernstein's cubicle. Suggested musical accompaniment for this issue: Big Black, Pigpile. Suggested beverage accompaniment for this issue: Sendai employee Mike Smith's home brewed Raspberry Ale. The staff of Internet Underground would like to thank the online services for sending us all those disks and making this cover possible.



may 1996

volume 1

issue 6

PUBLISHER
Steve Harris

EDITORIAL DIRECTOR
Joe Funk
joefunk@msn.com

SENIOR EDITOR
Kathleen Flinn
katflinn@mcs.com

MANAGING EDITOR
Alex S. Gordon
asg@mcs.com

NEWS EDITOR
Rob Bernstein
rlb@mcs.com

ASSOCIATE EDITOR
Sarah K. Ellerman
ske@mcs.com

ASSISTANT EDITOR
Lauren Gonzalez
webguide@mcs.com

EDITOR-AT-LARGE
Simson Garfinkel
simsong@vineyard.net

WRITER-AT-LARGE
Justin Ware
jlware@mcs.com

CONTRIBUTING EDITORS
David Allen, Bob King, Greg Grabianski,
Eric Snider, Mirsky, Mike Stokes

ART & DESIGN DIRECTOR
Tom DeMay Jr.

ASSISTANT ART DIRECTOR
Jane F. Moertl

WEBMASTER
Troy Brophy
webman@mcs.com

PRODUCTION

John Born, Production Coordinator
Dave McCracken, Production Manager
Jennifer Whitesides, Managing Copy Editor
Dan Peluso, Jim Caswell, Copy Editors
Mike Darling, Ad Coordinator

CUSTOMER SERVICE

(708) 268-2498 (M-F, 7 a.m.-7 p.m. CST)

ADVERTISING

Eisenberg Communications Group, Inc.
20700 Ventura Blvd., Suite 205
Woodland Hills, CA 91364 (818) 712-9400
e-mail: iu@eisenberg.com
Jeffrey Eisenberg, National Advertising
Director
Jon Yoffie, National Advertising Manager
Elaine Zimmerman, Advertising Coordinator
NY Office: (212) 984-0730
Michele Citrin, Account Executive

SENDAI MEDIA GROUP™

Steve Harris,
PRESIDENT
Mike Riley,
EXECUTIVE VICE PRESIDENT
Mark Kaminky,
VICE PRESIDENT/GENERAL COUNSEL
Joe Funk,
EDITORIAL DIRECTOR
Marc Camron,
DIRECTOR OF OPERATIONS
Lambert Smith,
VICE PRESIDENT/FINANCE
Val Russell,
CIRCULATION DIRECTOR
Jack Copley,
CIRCULATION MANAGER
Kate Rogers,
PUBLICITY MANAGER

Harvey Wasserman,
NEWSSTAND DIRECTOR;
Peter Walsh,
NEWSSTAND MANAGER,
ADS PUBLISHER SERVICE, INC.
John Stanford,
MANUFACTURING DIRECTOR,
STANFORD CONSULTING, INC.

DISTRIBUTED BY:

Warner Publishing Services, Inc.
Internet Underground (ISSN#1084-4805) is published monthly by Sendai Publishing Inc., 1920 Highland Ave., Suite 222, Lombard, IL 60148. Third Class Postage paid Nashville, TN. Subscription rates for U.S. \$23.95, Canada and Mexico \$35.95 and all others \$100. Single issue rates \$4.99. Postmaster: Send address changes to *Internet Underground*, P.O. Box 1502, Lombard, IL 60148. Reach us at IU@mcs.com or visit our Web site at <http://www.underground-online.com/>

Cruise the Internet as fast as modemly possible.



The U.S. Robotics Sportster is the fastest, most reliable modem you can buy. For compatibility, connectivity and cumulative throughput, the Sportster proved to excel well beyond its nearest competitors in two separate and equally uncompromising independent lab tests. And during this incredible comparative exhibition, it not only outperformed other 28.8 Kbps modems, it outperformed the ratified standard for speed by working beautifully in a 33.6 Kbps mode.

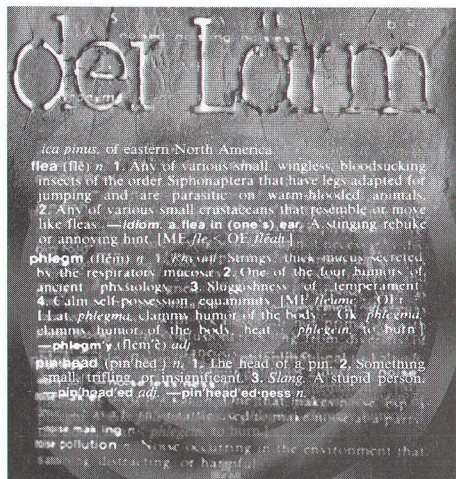
And as if that weren't enough, the Sportster also comes

with a kit containing everything you need to get on the Internet immediately. This kit includes a user-friendly 150-page World Wide Web guide book written just for the Sportster, software for optimum Web navigation, and free registration with NetCom, GNN® and CompuServe® Internet Division.

For the dealer nearest you, call us at 1-800-DIAL-USR (<http://www.usr.com>) right away. Because when it comes to a modem this fast, the faster you get it the better.

CONTRIBUTORS

Tom Thewes/Der Lärm ("Is the Future Tense?") sent the following as his bio:



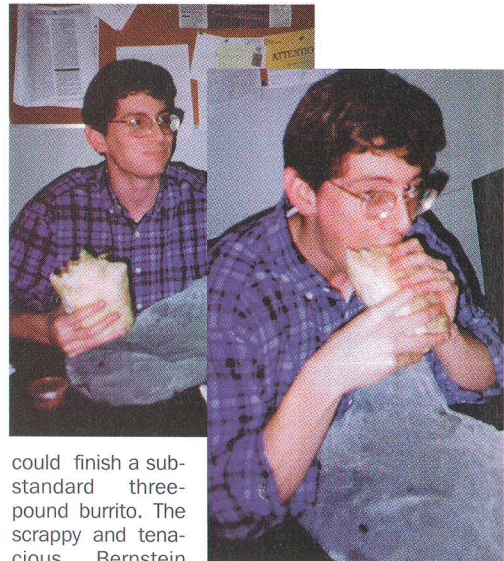
the halls of Capitol Hill. His work has appeared in *Internet World* magazine and *The Washington Post*. This is his first piece for *IU*. (donmoyer@netcom.com)

About our cover: Senior editor **Kathleen Flinn** constructed the dress made of disks, inspired by a gown made entirely of gold American Express cards worn by Oscar-winning designer Lizzie Gardiner to the 1995 Academy Awards ceremony. Putting the 11.4-pound disk dress together was an exercise in creative problem solving. "I had an epiphany when I realized you could take out the actual disks and cut the critters up to make them flexible enough," Flinn told staffers after staying up all night working on the project, arriving at work with what the art director called an "unholy gleam" in her eye. The dress is held together by a fashionable, rigid cage made of light, flexible wiring, velcro and duct tape. For straps, she wove lengths of black velvet through metal disk "doors."

The model, assistant editor **Lauren Gonzalez**, reported wayward wires stuck into her sides during the photo shoot. Once the dress came off, it left an indelible imprint of disks on her skin. As a result of the experience, Gonzalez says she promises to stop making fun of supermodels.

Our cover shot was taken by veteran photographer **Dave Robinson**, who has been behind the lens since 1964. Like Flinn, he's also resourceful. Several years ago, while on a shoot for a Sears catalog, he encountered a small child who just would not sit still for a shot. The hour was late, Robinson was flustered. "So I said to the kid's mother, 'Hand me his shoes.' Then I nailed them to the floor and tied the kid into them," Robinson says. He got the shot he needed.

News editor **Rob Bernstein** knows a foul food product when he sees it, so we felt he was the best staffer to pursue Spamhunters in "A Fistful of Spam." Bernstein is shown here in a recent office competition to see who



could finish a sub-standard three-pound burrito. The scrappy and tenacious Bernstein faced up to the challenge like a pro but he could not outpace his rival, who made short work of the hefty mess with no ill side effects. Bernstein, however, has had strange dreams involving Gary Coleman, an ex-girlfriend and refried beans every night since. Inexplicably, he failed to mention the contest in his interview with Douglas Adams.

Credit Due Department: Last month, we neglected to credit Max Taylor for a photo accompanying a story on the Freeloader service in our April issue. Sorry, Max.

The work of award-winning photographer **Michael Northrup** ("The Immaculate Reception") straddles the fence between commercialism and fine art. "Never before has society been so aware of its own culture," Northrup says. He believes this is a result of a renaissance in commercial photography that started in the 1980s with the appearance of an Ansel Adams shot on a coffee can, then furthered by an episode of *The Simpsons* in which Bart compares his photographic work to that of Diane Arbus. "Soon, we will be seeing Robert Mapplethorpe images being used by AT&T," he says.

Ryan J. Donmoyer ("House of Lords") is a news reporter and freelance writer based in Washington, D.C., who says he has passed Sonny Bono and Fred Grandy plenty of times in

12 monthly issues.
Only \$23.95
Over 60% off the Newsstand Price.
What more could you ask for?
Credit Card Orders:
800-846-8503

SUBSCRIBE

or things could get ugly...

Send payment to:
Internet Underground
P.O. Box 1502
Lombard, IL 60148-9624
or e-mail us at IU@mcs.com

We know what you're thinking.
Don't try to deny it.

"Um, hello, *IU* people. Why did you do a loathsome Top 10-type cover story? Like, doesn't *People* do that sort of thing?"

Oh, all right, we admit it. Top 10 issues are about as trite as a television flashback episode—you know, those TV shows where some poorly contrived, wafer-thin story line allows for the characters to reminisce about past episodes

So why would we do it?

We could take the easy route out and say that our publisher made us do it. **But that would be too easy.** So we'll give it to you straight. We were abducted by aliens who lesioned our frontal lobes, a surgery that has, unbeknownst to us, influenced our editorial decision-making for the month of May.

Okay, okay, here's the truest of truths, really. At the beginning of this issue, the *IU* staff was in discord over what our cover feature should be. Many great ideas were suggested, but none were agreed upon. A fistfight or two broke out, and it wasn't until our bat-wielding mailguy

"But these go up to 11."

Tiny broke things up that things were finally resolved. **He suggested we get off the Ritalin and compromise.** Ergo, the dispute came to an end and our disparate ideas melded into Top 10s, well, 11s, in salute to *This is Spinal Tap*.

Besides, the rest of the issue is so darn **gloomy. Communism, the death of Mystery Science Theater 3000, Northwestern basketball**—we just had to lighten up the load.

NK

HYPERLI

But if we really had to blame this issue

on someone, it would be on our mothers.

Sure, it sounds heartless, but hear us out.

They've been concerned lately that we're

all working a little too hard, laboring in our

efforts to bring the reader yet another

information-packed issue of *Internet*

Underground. So to ease up on our work-

load, we figured, "Hey, we'll do one of

those kitschy *Late Night with David*

Letterman Top Tens that mom loves so

much." Ironically, in our efforts to bring

you a truly clever Top 10 story, we spent

more of our time in the office than ever

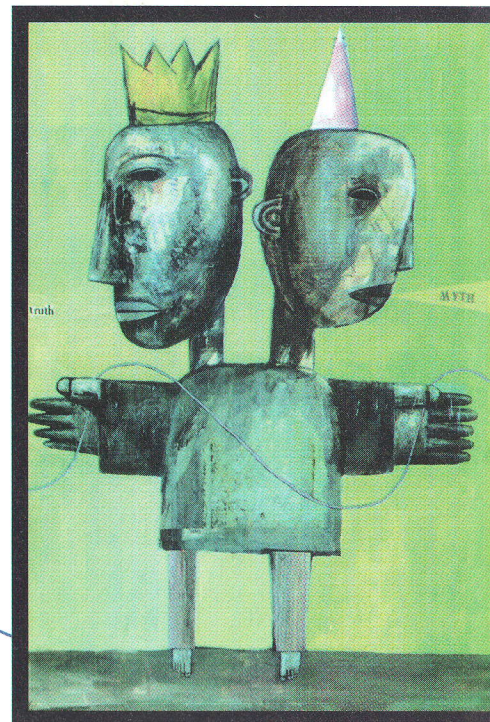
before. D'oh!

Anyway, a note about the latest *IU* standard, the incredibly official sounding "Special Report." We plan to have three or four of these supplements each year, focusing on some fabulously important element of the Internet that deserves a closer look. This month, we take a peek at the future of the 'net, and gather some opinions about potential changes in online technology, the inevitable commercialization of the Web, and in general, the impact communications will have on our daily lives.

Also inside this glorious issue #6 you'll find some interesting bits on spam, the death of HTML coders and a how-to on using the Web to save television shows about vampires-turned-policemen.

Our mothers don't quite understand what the heck we're spending so much time on, but hopefully you, our faithful reader, will find that we haven't crossed "the fine line between clever and stupid."

100% truth.



e-mail:
mailguy@mcs.com

fax:
708.916.7227

snail-mail:
Tiny, the IU Mail Guy
1920 Highland Ave.
Suite 222
Lombard, IL
60148

Andd pleez spelle reel goode and yooz
beterr inglish or Tiny'ze then gots too doo
sum edityng of yours leterrs

BEAT OF OWN

The difference between your magazine and all the other cyberzines: one beat per measure. Those others waltz; *IU* rocks!

For quite a while now I've been checking the newsstands to try to find an Internet 'zine that reflected my sensibilities, interests and aesthetics. Until now, the closest I'd come was *Wired*. But now I've found *IU* and that, as they say, has made all the difference. Thanks x1 million from a novice surfer.

Brian Kelley
BKelley@eworld.com

US, BOTTOM FEEDERS?

Why disgrace a classic magazine with Tom Grant's presence ("The (W)Hole Truth..." *IU* #3)? All that bottom feeder is trying to do is use the Web to cash in on Cobain's and Love's infamous reputations. His claim that, "There are kids all over the world who have been killing themselves over this" is pure speculation. He can't provide any proof to support his claim. Cobain was a head-case with a heroin habit and Love is still a junkie. All junkies lie, that goes with the territory. Sure, with any suicide there's lots of unanswered questions. But those are

always better laid to rest with the corpse; you, simply, will never know why. *IU* should stick to reporting about the real issues that affect our medium and leave the bottom-feeders where they belong, in the mud.

Scott MacFarlane
scott_macfarlane@mindlink.
bc.ca

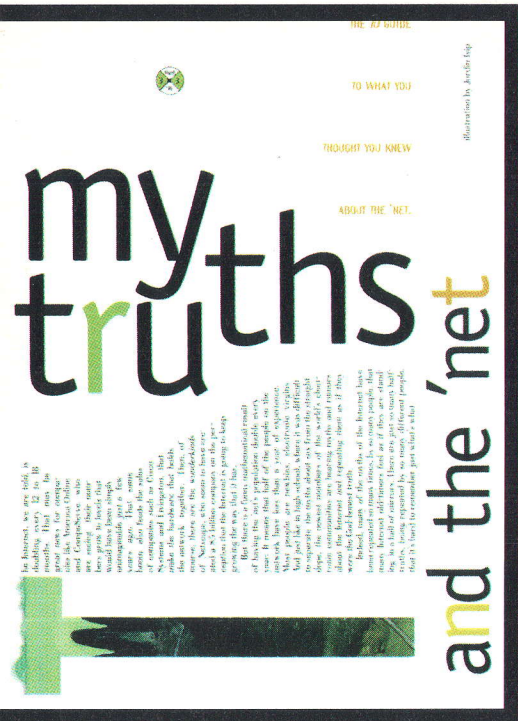
Contributing editor Bob King responds: We've got you beat on that "pure speculation" rap. Check out the Dec. 7, 1994, Seattle Times: "A 20-year-old accidentally killed himself in front of his friends while imitat-

ing the suicide of rock star Kurt Cobain." Or the San Jose Mercury News of Nov. 23, 1994: "In Dublin, a 16-year-old girl reportedly committed suicide last week with a shotgun, leaving a note suggesting she had 'done it for Kurt.' It's the sixth death worldwide to be linked to Cobain's suicide."

Now, where's your proof that "Love is still a junkie?"

MISTRUTHS ABOUT MYTHS?

In "Shattering The Myths of the 'Net" by Simson Garfinkel, (*IU* #4), I feel there are a few minor mistakes.



You state that "The Internet isn't run by anybody" as a myth, and explain the NSI effectively "runs" the 'net by providing the DNS. You say that if NSI turned off its DNS, that the 'net as we know it would cease to work. But we could just as easily type in the IP addresses. "But I don't wanna memorize huge numbers" you say? What about the huge amount of 10- and 7-number combinations we commonly memorize and we call them phone numbers?

In point 9, you state that "The Internet cannot be shut down" as a myth, and say that chunks of the network go down at a time. While it's true that major servers go down commonly, and even part of the backbone could theoretically go down, there is no big switch (or button, or password or key) that could turn off the ENTIRE Internet in one fell swoop (or even two or three). While the backbone is just that, a backbone, no one server holds the entire network together; the 'net is decentralized.

Just wanted to clear that up, some people could easily be confused.

And just to make sure that my letter is published, I like your magazine's content, it is informative and fun, and while the layout is sometimes "pure, unadulterated ass-kissing to *Wired*," it is still somewhat original.

Tal Kedem
tsbtal@pipeline.com

LOG FILES INFO

I read the article "The Webmasters are Watching" in *Internet Underground's* March issue (first time buying this magazine and I found it super). I have a few question that maybe you will have a little time to answer:

How can you access the log files from a server? Can you from an IP go back to the ID of the owner of that IP and how?

cougar@accent.net

Editor at Large Simson Garfinkel responds: 1) You need to have an account on the server. 2) You can use the UNIX "host" command to see who owns an IP address. But there may be several hundred people sharing the same IP, or just one.

THE DEADY WATCH AN IU MONTHLY FEATURE

It's Issue #6, Mr. Deady...

In January, Ohio resident and dot-matrix printer owner G.A. Deady sent us the only hard copy letter we've received. He complained that we bashed Yanni (which we did) and that he should get his \$5 back (which he did not). Most chilling was his closing prediction:

"I give the magazine six months..."

Our fans were outraged. Many couldn't quite figure out the exact genesis of Mr. Deady's complaints (see example below). We offered to go clean his home, even overhaul his roof, if his prediction proved correct. Tiny planned to make a casserole.

WELL MR. DEADY, we are now on issue six. Yes, **S-I-X.** As you read this, we are already hard at work on issues 7 and 8. But just as a reminder of our frail position in the tough Internet magazine market, we plan to keep guard, working into the morning hours. We will continue the Deady Watch. Tiny, our mail guy, will see to it.

Hey Tiny,

What's up. I just read the letter from G.A. Deady. I think you may be right, the guy must be link dead. I'll gladly give him five bucks for his issue #2. I didn't get #2 since my subscription didn't start until issue #3.

Furthermore, who is Yanni? If he's so popular why haven't I heard of him?

AlanMoor@ix.netcom.com

www.geopages.com/SiliconValley/1962

!3tr QfTh3 /Mo\Th

! @/\ VVr1tnG @B0uT Y0rE
@RT1cl3,"killing the language". 1)\["155Ue 4.
vvEn 1 R1t3 L1K3 |>1s 1 |>0 1T
C@uZe L@|V|rZ , n N3vvBeZ k@|T r3@|>
>1S . |t |V|@kZ 1T |> 40r UnVV@n2|>
P3p0L3 2w0 L15tN i|\ ON c0nVR5@210nZ.
ThaNx 4 @ k3wL 'Z1nE
Josh Giese
KickCHICKN@aol.com

Translation: *I am writing about your article, "Killing the Language," in issue #4. When I write like this, I do it 'cause lamers and newbies can't read this. It makes it hard for unwanted people to listen in on conversations. Thanks for a cool 'zine...*

(120w~xmail)



The JFK Assassination Pages

<http://mcadams.posc.mu.edu/home.htm>

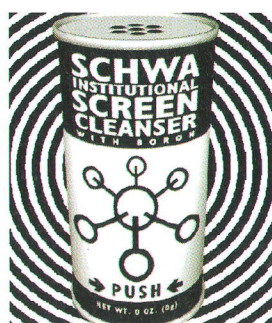
John McAdams, a Marquette University professor, bucks the tide of conspiracy buffs on the 'net by not only stating that he believes that Lee Harvey Oswald acted alone, but by then providing back-up material to boot. His site offers what seems like a logical explanation for everything from the puzzling black umbrella to the Magic Bullet Theory, all in exhaustive detail. There's even an itemized timeline on Oswald's life and bios of all the major players.



First International Virtual Conference on Mad Science

<http://www.fttech.net/%7Emadsite/index.shtml>

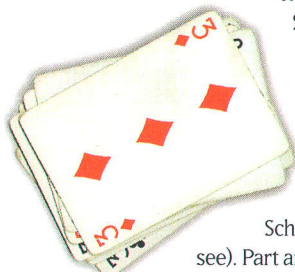
"Mad science is a much maligned domain of human knowledge. Its practitioners have for too long been relegated to B-movies and remote ancestral estates," notes the site's introduction. IVCMS provides an international forum for the presentation, discussion and extension of research into the darkly powerful pseudosciences and dangerous technologies that fall beyond the scope of conventional science and good



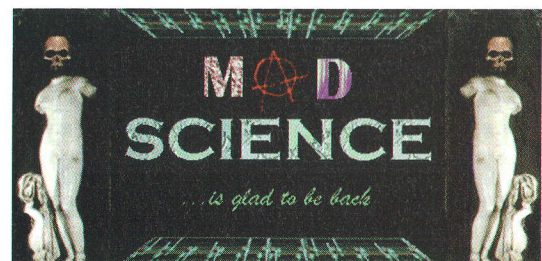
SCHWA

<http://www.theschwa.com/>

Aliens, do you know any? You may be surprised, say the folks at the Schwa Corporation; aliens may be walking among us and, more importantly, they may not be kind folk. Fortunately, Schwa markets a full line of protective gear in case of perilous alien contact, from an Xenon™-coated Alien Detector to See-the-Past Viewers to a Car Conversion Kit that changes any standard auto into an official



Schwa vehicle (to throw off the aliens, you see). Part art project, part commercial site and all in good fun, Schwa makes light of fears that visiting aliens might not be of the lovable-E.T. variety. No word if Agents Scully or Mulder are customers.



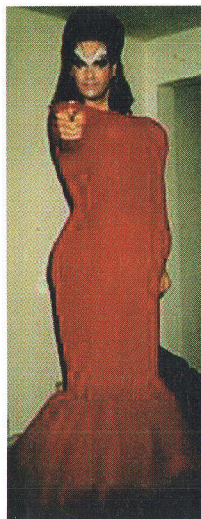
taste. We can't begin to describe some of the papers submitted to the site; you'll just have to read the deeply satirical takes for yourself. But consider a few of the acceptable topics outlined in the call for papers: "Creating Life to Satisfy Egocentric Motives," "Callous Disregard for Human Experimental Subjects" and "Exacting Bizarre Revenge on Contemptuous and Derisive Peers." To meet the mad scientist behind this site, see page 61.

Texas Institute of Theory

<http://ccwf.cc.utexas.edu/~bogo/tit/home.html>

This esteemed school of music theory was started by none other than the fictional Volker Schlöndorff, best known for his work with "postal tonation," developed while working as a postal clerk in his native Latvia. Heavy in cerebral humor, TIT seems to grow almost daily. You must check out the Love Connection for Music Theorists—classified ads designed to aid theorists with handy abbreviations for commonly used phrases (SWMT - Single White Male Theorist, PF - Personality Free, KAFF - Knows Allen Forte Personally). Like everyone else on the Web, Schlöndorff is running for president. His plan for reducing the deficit? Save money and natural resources by recycling old band instruments with the canned statement: "Read My Embouchure—No New Saxes."





Dreamland

<http://www.reed.edu/~mfagan/dreamland.html>

Forget about Tarantino, Stone and Scorsese; in our eyes, the most original director working today may be John Waters. If you know him only from *Cry Baby* or *Serial Mom*, you don't know the half of it. Read up on Waters' entire body of work at this site. In addition to the highly detailed filmography, you'll find bios for his regular stable

of performers such as Mink Stole, Ricki Lake, Patty Hearst and, of course, the late Divine. For example, did you know Divine was the first transvestite to portray Jackie Kennedy on film? Our only complaint—no "Odorama."



MapQuest

<http://www.mapquest.com/>

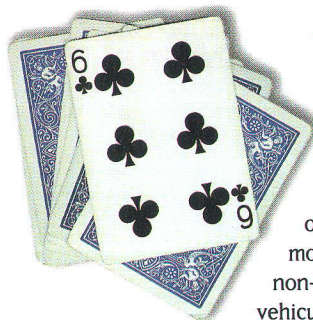
Essentially an interactive atlas, MapQuest is one of those rare sites that mixes form and function. Since it's interactive, you can use MapQuest to chart your driving route from Redmond, Wash., to Naples, Fla. Or on a trip to Omaha, Neb., MapQuest can unearth the sushi restaurant closest to your hotel. And what do you know, we even found a cybercafe right around the corner from our office. If MapQuest could only figure out a way to jump start a dead battery, AAA would be obsolete.



The Gallery of the Absurd

<http://omni.cc.purdue.edu/~royald/gallery.htm>

Sometimes well-intended efforts to sell a product result in horribly off-the-mark and unintentionally funny parodies of advertising. Webmaster Derek Royal pokes fun at such memorable marketing in this motley collection of occasionally unbelievable, but evidently authentic, ads, labels and the like. As part of his take on the grating perfect-life-for-sale attitudes adopted by many upscale catalogs, he offers commentary and a photo of the Annoying J. Crew Model of the Week. The site mocks all those guys who sat around tables "conceptualizing" only to produce banal fluff. We love that.



Vagabond Monthly

<http://www2.globaldialog.com/~tpatmaho/>

Get your kicks as you coast through Americana road stories written by folks in search of asphalt fulfillment. This monthly 'zine features poetry, non-fiction and anecdotes on vehicular voyages from Schenectady to the Sierra Nevadas.

Displayed in current and past issues, the tales are much cooler than Fodor's. Submit a story of your own and you may receive \$25 and the glory of publication.

BONG Bull

<http://www.au.com/bong/>

Once available only via the Associated Press wire, the weekly newsletter of the Burned Out Newspaper Creatures Guild now resides on the Web. If you want to know the twisted thoughts of those inside the newspaper biz, head over to this address. Be sure to read the fabulous ongoing adventures of Ace, chief photographer for the Chagrin Falls, Ohio newspaper and his faithful companion, Typo The Wonder Pig. In each issue, you'll find a reference to Ace's trench coat, "a deathbed gift from an ancient, mystic, wire service executive editor on a fog-shrouded eastern island."



BONG BULL

Nehring Bliss

<http://www.ice.net/~nehring/index.htm>

The home page of Nehring Bliss is an informational first stop in exploring the social implications of environmental disregard, thought crime, culture jamming, misplaced trust and a number of other politically dark hot topics.

Although mostly compiled of unusual links, Bliss also offers essays such as "The Politics of Consciousness" and "The Illegal Search for Self Awareness" in his page titled "Thought Crimes and Unofficial Realities." Would-be anarchists, slackers, subversives and the just-plain curious should check out the work of Nehring Bliss, if only to create a better nation. ●



Where No URL Has Gone Before

"URLs are the 800 numbers of the 1990s," notes marketing guru Chris Clark. How true. Ever since Zima became the first mainstream product to put its URL on its packaging, URLs have been showing up everywhere. Now you see URLs on beer cans, cartons of Ben & Jerry's and electric signs for car dealerships (all real-life examples). How far will marketers go? We here at IU have checked out the marketing plans for a half dozen industries to find out where those URLs might start to appear...*

In that continuing attempt to blur the lines between advertising and information, drugstore companies can offer up stats about your prescriptions online while they hit you with ads for sales on Ramen and disposable razors.

The Trojan folks offer a handy reminder on where to pick up safe sex information, just when you need it the most.

<http://www.safe.sex.com>

Barbie's world is a vast one, with new selections of clothing and accessories coming out all the time. Fashion-and tech-savvy girls can keep up with both interests at the same time by checking out the Web site.

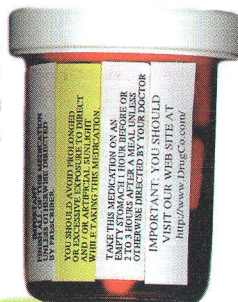
Advertisers have known for years that people will read anything that's in the bathroom. So why not what's actually on the roll? Even companies with lengthy URLs can use this method, since interested parties can just rip off a piece for reference at their keyboard later!

WHEN YOU'RE DONE HERE...

VISIT OUR SITE AT

<http://www.ex-lax.com>

Got your own ideas? Send them to us at IU@mcs.net

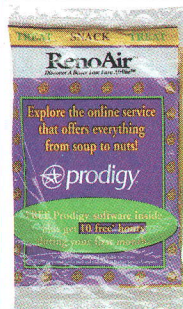


[Http://peanuts.com](http://peanuts.com)

Selected references to the 'net in those

OTHER MEDIUMS

SURFING FOR PEANUTS?



On a recent recreational jaunt to Reno (the "Biggest Little City in the World"), an IU staffer was handed a surprising package by the RenoAir beverage patrol. Inside was an

apple, a muffin and a Prodigy disk. "Snack! Treat!" the cellophane around the disk proclaimed. Sure enough, there was also a package of "French Carnival Mix" in there. The package literature helpfully elaborated: "[We] provide you with quality snack food and a chance to try the information superhighway via Prodigy for free" via this innovative "insect delivery system." Wow! She scanned the plane looking for passengers who might be opening up their laptops, spontaneously jacking in through the AirFones and joining a Prodigy chat room, but none were in evidence. We're not sure about the success of this newest tactic in the free disk wars, but our staffer notes that the Healthy French Snack was absolutely first-rate.

GIRLS OF THE 'NET?

When Playboy's "Girls of the Internet" issue arrived, we have to admit to being mildly disappointed. Not that the women weren't attractive, it's just that we expected them to be more than former strippers who by sheer coincidence had figured out how to install AOL. Carla Sinclair of Net Chick fame was about the only woman included in the magazine who can even be considered a net celeb. Still, the photospread in the magazine looks like Netscape's download instructions compared to the accompanying Girls of the Internet video. Again, we were hardly expecting the video to include naked women explaining how to use a search engine, but the Internet is nothing more than a way to segue between segments in this shimmy fest. A typical segment will have a buxom young woman declare she is tired of using her computer, meaning, what else, it's time to disrobe and dance naked. In the IU office when faced with a frustratingly slow download, we often discard our clothing so we can writhe around on the floor.



*This is meant as a parody, duh!

The total investment
that Internet
companies and
services attracted
in '95:

\$1.1 billion

The total investment
that Internet
companies have
already attracted
in the first three

months of '96:

\$900 million

The number of
North American
newspapers that
offer online versions
of the publication:

175 or 11 percent

NETLINE

INTELLIGENCE REPORT: NEWS FROM THE UNDERGROUND

Send news information or comments to: RLB@MCS.NET

Whose Page Is It Anyway?

You may be the master of your own domain name, but federal copyright provisions give Web page ownership to the HTML coder

NEW YORK ATTORNEYS CRAIG SNYDER AND JOHN ARMSTRONG believe that a more fitting name for the information superhighway might be the New York Subway. In a legal brief titled "Trademark Infringement and Piracy on the Internet," they describe the infohighway as something that's "vast, not always dependable, difficult to navigate and occasionally leads to undesired destinations."

Following along that same train of thought, Snyder and Armstrong also mention in their piece the Internet's equivalent to 42nd Street Grand Central Station cons, "hostile infringers" who loiter about the 'net in hopes of reeling in fresh fish. In their paper on electronic-age trademark law, the two attorneys give particular attention to "enterprising" individuals who seize domain names mirroring the names of larger corporations. Recognizing that businesses will eventually be interested in using their own trademarks as Web addresses, these preemptors hope to profit by selling back the rights of the registered domain names to unsuspecting corporations.

While there's little settled in the ambiguous realm of Internet law, Snyder and Armstrong point out that some headway is being made to protect trademarks. For instance, Kaplan Education Centers, a college board preparation service, managed to gain possession of the domain name www.kaplan.com from competitor Princeton Review who registered the Web address to post a biased comparison of the two services. Arbitrators of the dispute concluded that

Princeton Review competed unfairly, misleading the public as to the sponsorship of the site.

Ironically, ownership of one's domain name does not betoken ownership of one's own home page, according to Snyder. Yes, it seems that a number of eager-beaver corporations (Snyder wouldn't disclose names) ran headlong onto the Internet and failed to take into account issues of copyright law and home page ownership. Consequently, they don't own the site they paid to build. "The author of a work in software code, or written text, or otherwise, is the owner of the copyright," says Snyder.

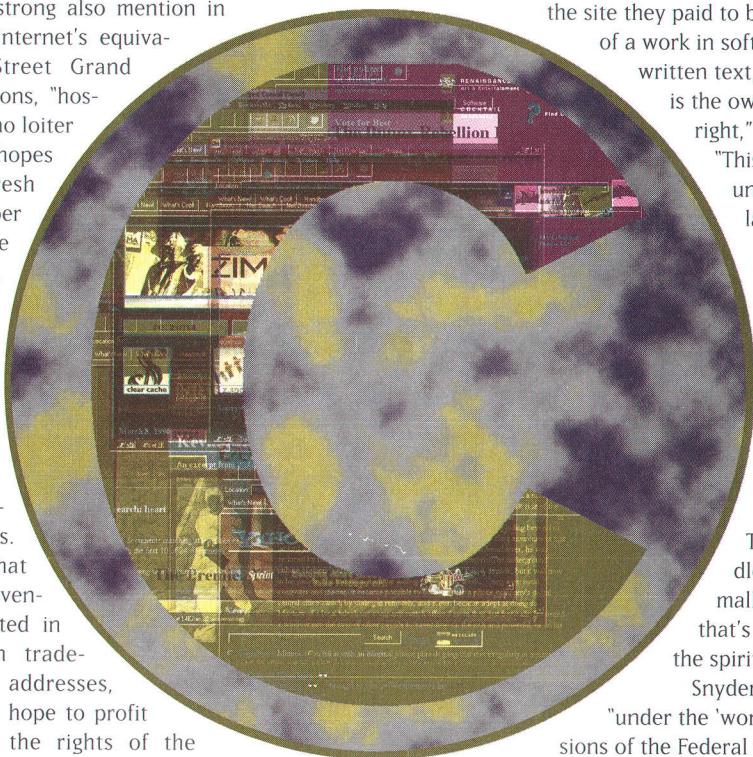
"This is a problem unique to copyright law...it's the nature of the business at times in Web site construction that the programmers and the authors don't enter into written agreements at all. Things are handled rather informally, and generally, that's the nature and the spirit of the Internet."

Snyder does note that "under the 'work-for-hire' provisions of the Federal Copyright Law, a

work prepared by a bona fide employee within the scope of employment is owned by the employer." But freelance work is another story altogether. Unless the content of the site is contractually assigned prior to construction of the site, the HTML "artist" maintains ownership of the home page.

For new media execs looking for answers as to how something like this could happen, Snyder cautions, "Technology will always lead, and the law will follow."

—ROB BERNSTEIN



Phone Home Pages

NetPhonic's Web-On-Call software turns servers into answering services

It may sound like nonsense, but Netphonic's President Ken Rhie boasts that his company's Web-On-Call voice browser is capable of allowing instantaneous online access to 100 percent of the population. Yes, the claim is that anyone can get online without modem or computer—all that's needed is a phone.

In a nutshell, Netphonic's Web-On-Call software (<http://www.netphonic.com>) turns ordinary servers into "answering services" so that Web page information can be received by anybody at any time via phone, fax, cable TV or standard mail. Using an ordinary phone, a user can call up a Web server and listen to an automated reading of text on a participating Web page. So hypothetically, if you wanted the latest sports scores off ESPN's SportZone at <http://www.espn.net.sportszone.com>, all you would have to do is call their server and listen to the "speaking browser."

More practically, Netphonics' software permits unconnected individuals to receive full graphical faxes of posted Web pages—by simply calling up the server's telephone number, and by tying in one's

own fax number, a Web page can be delivered via one's own fax machine.

Currently, few sites have enabled their servers with Web-On-Call software, but Rhie has high hopes for his voice browser and argues convincingly, "You already put in \$20,000 for your Sun workstation, you've paid \$5,000 for a consultant to put these beautiful graphics and writing on the Web page—why not expose it to 50 times more of the population? Why just limit it to 2 percent?"

On the down side, the service will cost \$1,000 for those programmers interested in incorporating the technology into their Web pages. The cost reflects Netphonic's target market: large corporations who might be attracted to making their sites more widely available.

More importantly, the availability of the service is contingent upon an Internet service provider's willingness to actually incorporate Web-On-Call into their server.

Then again, all the hassle may well be worth it—with Web-On-Call, one's home page is truly made available to the world, even to those participants living in countries lacking Internet connections.

Of the 27,000 users surveyed, the percentage wishing

to switch access

providers within

the next year:

47 percent

Number of hours

online users average

per week on the

Internet:

5 Hours, 48 Minutes

Sources: Interstellar Consulting, C=C Data Inc., Newspaper Association of America Nielsen Online

It's Alive! Online Sci-Fi TV

It may be a headache for employers hoping to contain slacking in the workplace, but it's a blessing for science-fiction fanatics around the globe. USA Network's Sci-Fi Channel, through its Web site, The Dominion, at <http://www.scifi.com>, is broadcasting live, real-time programming over the Internet. To view the sci-fi feed, users with a 14.4 kbs or faster modem simply need to download the new commercial release of CU-SeeMe desktop videoconferencing technology from White Pine Software at <http://www.whitepine.com>

While streaming television over the Web is all well and good, Sharleen Smith, director of new technology at USA Networks, hopes to do much more with the CU-SeeMe tech-



nology and The Dominion Web site: "The next thing we want to do is have a simulcast where it's corresponding with something on the air. [Television] will be live online and people can talk and chat about it," says Smith. "And then, from there, we want to evolve the site into something where we're just holding sessions—we have a guest speaker and people send their own images also."

This would all be possible because CU-SeeMe technology, unlike other competing video streaming technologies like VDO Live, maintains a unique "reflector" capability that allows users with video cameras and video outputs to send back video images of themselves.

Now that's truly interactive television.

'Net Briefs

INTERNET ARCADE

Pay-as-you-play electronic coin services from CyberCash Inc. and Rocket Science Games will soon allow gamers to make secure transactions of less than \$10, and possibly as low as 25 cents, for short intervals of Internet arcade game play. Gamers will also be able to download special character players and environments, and create their own characters for sale on the service. Expect the launch sometime in late 1996.

MONGO BONGO

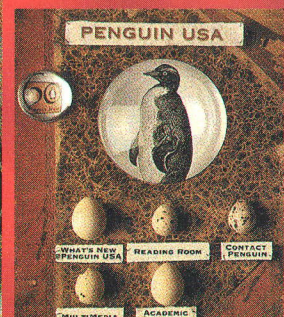
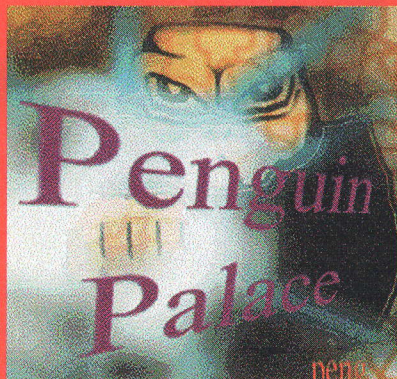
Coolware Inc. describes their new Mongo Bongo interactive Web site as a "browseria," a poor choice of words since it smacks of mass-fed cafeteria drivel. Nonetheless, the site is rather interesting, sporting Java, VRML, Shockwave, RealAudio, VDO Live and other cutting-edge technologies that come together to deliver film shorts, animated sequences, rock broadcasts and guest appearances. To feast your eyes on the browseria, head over to <http://www.bluewolfnet.com>.

THE NEVER-ENDING CAMPUS

These hallowed halls aren't quite like your ol' alma mater. College Town at <http://www.ctown.com>, is a new online service that connects colleges and students through an interactive campus interface. No annoying frat boys, just loads of information for parents and students looking for admissions requirements, financial aid help, scholarship possibilities and university e-mail contacts. A good idea, but needs a slightly larger endowment to become a truly great Internet resource.

PENGUIN PICKS A FIGHT

In 1994, 17-year-old Joyce Kolb, a publisher of comics and founder of Penguin Palace (<http://www.csusm.edu/public/guests/fm/palace.html>) made \$250 in sales—not much of a threat to the similarly named Penguin Books Ltd. (<http://www.penguin.com>), the English-based publishing giant that made \$75 million in sales during that same year. At least, one would think? But a few months back, Kolb received a notice from Penguin Books' lawyer, Ronald Kadden, informing her of trademark infringement. "Penguin Books is pissed off at me because I got on the 'net before them. So they're turning around and suing me [for \$100,000] to change my company name." Corporate bullies, shame on you. Those interested in helping Kolb in her fight, contact her at kolb001@coyote.csusm.edu.



Bionic Roms

Multimedia publishers rebuild the ultimate CD-ROM

THE ULTIMATE MULTIMEDIA EXPERIENCE IS NOW ONE PART INTERNET AND TWO PARTS CD-ROM. BETTER...stronger...faster than ever before. They're no Steve Austin, but the new generation of \$6 million CD-ROMs do offer users ever-increasing levels of interactivity by incorporating the Web's real-time applications into the blueprint of the product.

Through the 'net, software publishers now have a way of keeping CD-ROMs fresh, networking gameplay, and adding updated levels or information to products. According to Ted Pine, chairman of Vermont-based InfoTech, "publishers can have more of a subscription relationship with [their] audience." While the CD-ROM would be a one-time buy for consumers, software publishers could increase revenue from the sales of updated or ancillary material off their Web site—not unlike the old razor blade model. "Where you make your money," explains Pine, "is in repeated transactions and renewals."

While combining Macintosh and Windows versions of the same product onto one CD-ROM was the task for '95, Internet interactivity will be the goal for software publishers in '96. Eric Winkler, Broderbund's marketing and promotions manager believes strongly in the hybrid CD-ROM model. "Right now, we've got 100 percent of the assets on the CD-ROM and as we move on in the next few years, we want to bring that ratio down where we still have the bulk of the product, a good 60 to 70 percent on the CD-ROM...and another section of changeable assets that we put on the Web."

In 1995, no more than 311 hybrid CD-ROMs were made available to consumers. In 1996, that number will more than double, and by the turn of the century more than 6,500 hybrid titles will be in print according to a report published by InfoTech. This year alone, Winkler estimates that of all of Broderbund's new releases, two-thirds will maintain some sort of Internet component.





my prodigy online experience # 23

**"It all started when
I typed hello."**

Hear the
latest music
with SonicNet

Surf the Web
with Netscape

Manage
my portfolio

Download
new software

Set up
a chat room

Discover
Interest Groups:
Health & Fitness

Avenue W
Adventure Travel

"Amber"
discovered a
world of
excitement
online with
Prodigy.

© 1996 Prodigy Services Company.

"Next thing you know, I'm on **Prodigy Chat** with a guy named 'Fool4Love.' What a trip! Anyway, 'Love' (that's what I like to call him) and I started talking about everything imaginable. Old flames, careers, movies and meeting online. Turns out he's a real computer whiz. 'Love' showed me all this great stuff about Prodigy including their **Web Browser**, **Bulletin Boards** and this genius feature called **Interest Groups**. It let's me instantly plug in to the specific area I feel passionate about, like **Adventure Travel**, without wasting time finding what interests me. Speaking of interests, 'Love' and I are still involved. In fact, I'm meeting him here tonight. I can't wait to see what teal blue eyes look like."

**For 10 free hours,* free software and
a free trial month, call 1 800-825-5661.**

 **prodigy**
whatever you're into

Download the software directly from the World Wide Web (<http://www.astranet.com>). Or email us at freetrial@prodigy.com

*After the 10 free hours, Prodigy is only \$9.95 a month for five hours, and there's no extra charge for Internet access.

Dirty Rotten E-mails

When one of our staff writers received a threatening message over the Internet, we hadn't a clue who to contact. And neither did the authorities.

WHO DO YOU CALL WHEN YOU RECEIVE A LIFE-THREATENING E-MAIL?

That's the question an *IU* staff writer posed to our Chicago office not more than two months ago after receiving an abusive e-mail from an angry reader, a creatively foul-mouthed HTML programmer who was disappointed with our review of his site.

Concerned by the physical specificity of the threat, our writer turned to the e-mailer's online service in hopes of retrieving the aggressor's name. But the service provider, interested in protecting the privacy rights of their subscriber, refused to release the name. They did promise, however, to issue a warning.

Unfortunately, the tsk-tsking by the service provider only incited the e-mailer into sending yet another letter. And this time around, the threat pledged a quick and violent retaliation. So once again we contacted the service provider, and once again we were refused the name of the aggressor. Concerned, and rather curious as to how to proceed at this point, we decided to contact the Feds. Not surprisingly, they passed the hot potato to the local attorney general's office who, after being contacted and apprised of the situation, shuffled the spud right back to the Feds.

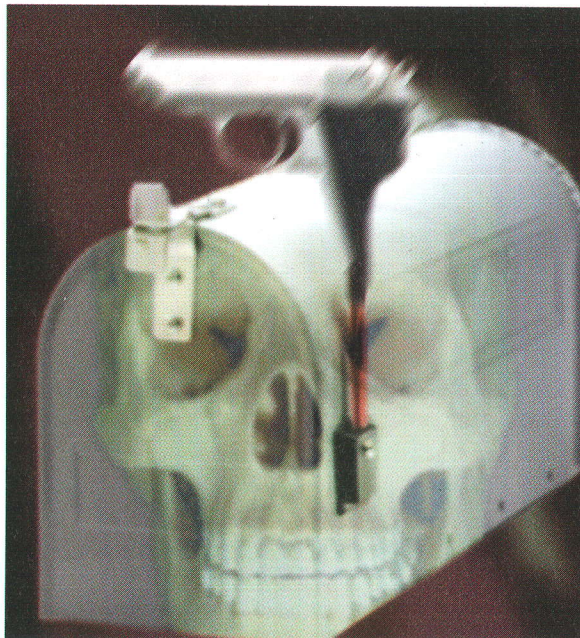
Utterly confounded, we decided to seek the advice of David Johnson, president of Council Connect Law

services. "It's confirmatory of the other things I've heard or experienced in this area which is that there is not a very clear allocation of responsibility," says Johnson of our run-in with the finger-pointing law enforcement groups.

Who then can users turn to when threatened via e-mail? "I don't think you can ask very categorical questions," explained Johnson. "[It] depends very importantly on the specifics of the detailed nuances of the facts, who you're dealing with and what their pattern of activity is."

The truth of it is, e-mail aggression is only beginning to be addressed by law enforcers. Jake Baker, a former University of Michigan student, received enormous attention last year when he used a female classmate's name as the victim character in a snuff fantasy story posted on Usenet. The FBI arrested Baker for the felony of transmitting threats across state lines, citing his story and e-mail correspondence with an Ontario man as evidence; the e-mails outlined plans for an actual abduction, but Baker insists they were fictitious.

On June 21, 1995, despite FBI concerns, five charges of "transmitting a threat" were dismissed in a ruling by Judge



Mixed Media

MULTIMEDIA CIRCUS

It's not the greatest Web show on earth, but it's pretty darn good. The Ringling Bros. and Barnum & Bailey online site, unfortunately available only to AOL users at present (key-

word: Ringling), offers a six tent interface that provides a behind-the-scenes look at the circus, including an online store, historical information dating back to the show's inception, a trivia contest, chat rooms and an instructional how-to clown gag page.



A BUNCH OF CROCKETT?

Strange, but true: television and silver screen personality Don Johnson has joined with RYSHER Entertainment to create the NetShow Company, a new multimedia venture. Currently, the only announced project in development for NetShow is an interactive Web site at <http://www.thenetshow.com>, that

promotes Johnson's new foray into television, *Nash Bridges*. But if *Bridges* burns, will Johnson and NetShow stick around?

VIRTUALLY COMICS

"It's not a choose-your-own-adventure type of interactivity. There's a real story behind the comics, a true history that the comics have to give," says Danny Fingeroth, former Group Editor of Marvel Comic's Spider-Man division, and current director and editor in chief of Byron Preiss' Virtual Comics. With a team of veteran talent, Fingeroth and friends are drawing interactive life from their once 2-D char-

acters at <http://www.virtualcomics.com> where users can view and read four original storylines. The site also boasts 3-D navigable worlds, chat rooms and related links.



IT'S THE LAW

Whoever transmits ~~an~~ interstate or foreign commerce any ~~message~~ communication containing any threat to kidnap any person or any threat to injure the person of another, shall ~~be~~ be fined not more than \$1,000 or imprisoned not more than five years or both.

-18 U.S.C., section 875 (c)

Avern Cohn who felt there was a lack of evidence showing that Baker might truly act out his fantasies.

Yet, in spite of their involvement with this case, the FBI continued to abdicate responsibility for e-mail harassment. So we decided to contact Detective Bill Bambrick, a Mineola, N.Y., police officer who made the arrest of an alleged Internet stalker back in October '95. In this case, a 12-year-old Indianapolis girl was terrorized by a 19-year-old St. John's University student, William Sause, who e-mailed sexually offensive messages, including a threat to infect the young girl with HIV. According to Bambrick, who works in the department's Crimes Against Property Division, the arrest was based on current aggravated harassment law. If the degree of an e-mail causes alarm or annoyance, explained Bambrick, the receiver can press charges. With whom? The local police.

"It's the same if you get phone calls in the middle of the night where somebody's breathing heavy. That's aggravated harassment. You call the local police...the police can get a subpoena and [the ISP] will have to give them subscriber information," Bambrick informed us. "And what we've been doing in cases like this is, if somebody is harassed out of state, we will contact the local jurisdiction out there to make the arrest."

It made sense to us, so we contacted the local Chicago Police department to report our charge. Unfortunately, as Bambrick had also pointed out, computer crimes divisions are new to most local law enforcement departments. To our chagrin, the several Chicago police officers we spoke with directed us back to the Feds.

Problems, like the one we had experienced in galvanizing the authorities to respond to a threatening e-mail, will resolve themselves soon, according to Bambrick, who also pointed out that computer crime cases in Mineola were doubling every two weeks. "People are starting to become aware that they don't have to take it, that they can report it."

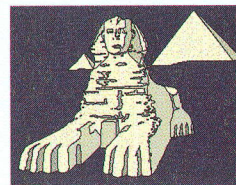
Now if only somebody would listen.

—RB

>IU insider

World's Longest URL

Apparently it's the world's longest working URL. The site, entitled "The Logs of JD Flora," offers users detailed information about, yes, Dr. JD Flora. Not really worth the time it takes to type in the URL, but if you care to, it's at: http://www.newciv.org/The/Logs/of/JD/Flora/is/a/unique/e-mail/sequel/-a/strange.mixture/of/Science/Fiction/Fantasy/and/Philosophy/which/appeared/one/day/on/the/hard/disk/of/an/unsuspecting/computer/guy/who_decided_to_share_the_individual_files_also_called_episodes_or_Logs_-_with_the_entire_Internet_community_Lucky_you_-_HERE_IT_IS.html.

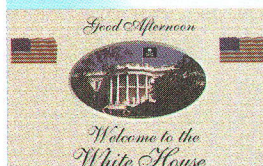


The Buddy System

You may not have signed up for it, but if you're an America Online user, chances are you're on the Buddy List. The AOL feature allows users to track the movements of other users on the service. Strangely, the Buddy List is an active preference and has to be disabled at keyword: Buddy.

Government Body Double

Bill Herrin, co-owner of Why? InterNetworking, a company that provides Internet services to the Washington D.C. area and Chris Alan Mincer, a software test engineer at Comsearch in Reston, Virginia have created <http://www.whitehouse.net>, a parody of the real White House site at <http://www.whitehouse.gov>.



Debate the proposed legislation of changing our country's stars and stripes to the Jolly Roger's skull and crossbones. BTW, the layout changes every time you enter the site. Pretty sweet.

Link Pro Quo*: To receive free goods or services in exchange for a link from your site.

Powerstripping: The downloading of every single Netscape plug-in simply just to have them.

Overbooked: When you have so many pages bookmarked, it's easier to go through the Lycos search engine to find the bookmark you're looking for.

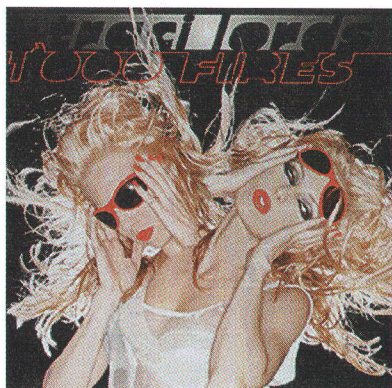
Betaversion: The distaste and distrust one has for downloading a new browser or app, for fear it will take too long and then won't work right anyway.

*"Link Pro Quo" courtesy of Scott Cottingham. Send your Net Nomenclature submissions to IU@mcs.net. If we use it, you'll win the fabulous IU Random Prize™.

Net Nomenclature

House of Lords

Traci Lords May Not Know It, But She's Running For Congress



Traci Lords album cover art courtesy of www.radioactive.com.

IN FEBRUARY, AS MOST NETIZENS TRIPPED OVER THEMSELVES in their eagerness to protest the passage of the Communications Decency Act by turning home pages black, an anonymous user at clark.net enacted a more deliberate course of action.

The user, known only as "fmulder" (a government worker who has asked that his name be withheld) decided that the best way to fight Congress would be to supplant Congress. To wit: "throw da bums out!" And that's why he has

built a campaign homepage at http://www.clark.net/pub/fmulder/tlc_main.htm. It should be noted, however, that fmulder doesn't plan on running against his local Congress-bum himself. Rather, he's advocating that voters elect actress/musician and erstwhile teen porn queen Traci Lords to office.

Yahoo lists fmulder's Traci For Congress homepage under government/politics/humor, but he insists it's no laughing matter. "Congress has now demonstrated ...that just as it seeks the advice of war veterans on national security decisions, it badly needs the wise counsel of a veteran with personal experience in the porn wars. Who could be a better choice than one who entered the fray at the remarkable age of 15?" asks fmulder.

As a grassroots effort, the Traci For Congress campaign may appear doomed from the start, yet there's plenty of precedent for celebrity representation in Washington. Most recently, Iowans elected Fred Grandy, a.k.a. *Love Boat's* purser, Gopher, to Congress. Not long before that, Californians put their trust in celebrity singer Sonny Bono. So perhaps there is hope for Lords after all.

"Every line that really sounds as if it's meant seriously, is meant seriously," concludes fmulder who points out that, in Nevada, a former prostitute is running for Congress, and that in Italy, porn star Ciccolina has been a long-standing member of Parliament.

Hurrah for democracy.

-RYAN J. DONMOYER

is it worth it?

Internet Psychics

http://www.infohaus.com/access/byseller/INTERNET_PSYCHICS

"Will *Internet Underground* magazine emerge as the leading publication about the Internet?" For \$21, that's the one question *IU* was permitted to ask Internet Psychic, Westy Rockwell, who also moonlights as a Windows programmer.

All Westy needed from us in order to make his electronic prophecy, aside from the question itself, was a birth name, gender and favorite color. Plus, of course, our First Virtual account number.

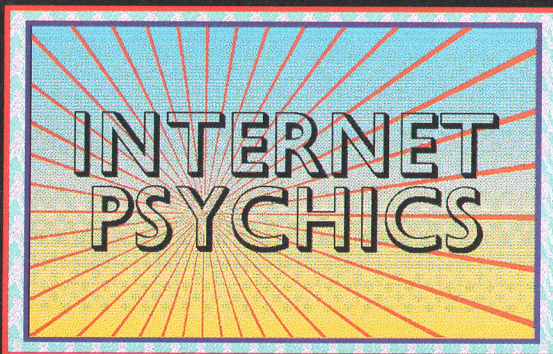
So we sent all the necessary information and waited. And waited. And waited some more. In spite of our skepticism, we were all rather crazed from the anticipation. Then, seven long days later, a 600-word reading finally made its way to our offices via e-mail. The entire staff gathered around a single terminal, silent, focused, as one person read the indefectible fortune aloud:

"When I look at your question, the first picture that I see is of frogs in a pool." Right! Of course, frogs in a pool.

Intently, we read on. Westy continued by clarifying his vision of the mysterious frogs in a pool which, as it turned out, happened to be amphibious representations of our staff. Our competitors were also represented as frogs in that same pool, "big lazy frogs that just go around eating [other] frogs when they get fat enough." It all seemed to make sense, at least until Westy's vision made a sudden shift, depicting us as writers "sitting in a small room up in an attic, hammering away on a typewriter, shielded from humanity." The sitting in a small room part was pretty accurate, but as for the attic, typewriter and humanity stuff, well, we were pretty bewildered.

In fact, by the end of the fortune reading we were probably more confused about our magazine's future than ever before. Of course, we paid for the bargain-bin reading—had we spent another \$177, we could have also received information pertaining to three past lives, seven aura layers, three topics, two questions and a tarot reading.

So is it worth it? Well, let's put it this way: If we had the psychic foresight to know the answer to that question, we'd be \$21 richer. ☺



Your guide to Cyberspace .

THE WEB GUIDE



Free with every issue is The WebGuide, with hundreds of reviewed Web sites organized into 12 convenient categories.

Join the Revolution.



(cut along dotted lines)

INTERNET

underground

12 monthly issues.

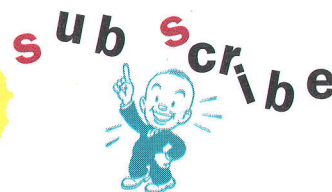
Only \$23.95

Over 60% off the
Newsstand Price.

Can your heart stand it?

Stop teasing me! Send me 12 big,
bubbly issues for only \$23.95.

Send payment to:
Internet Underground
P.O. Box 1502
Lombard, IL 60148-9624
or e-mail us at IU@mcs.com



Name _____

Address _____

City _____ State _____

Zip _____

E-Mail Address _____

____ Payment Enclosed ____ Bill Me

DIUO46

Credit Card Orders:

800-846-8503

INTERNET

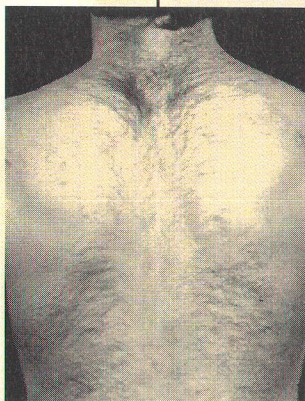
underground

weird

ON THE WEB



<http://www.luna.co.uk/~charles/>



Hairy Human's

Home Page

Charles Stuart, 31, is no George "The Animal" Steele, but oh, he's hairy all right. Intrigued by his unusually hirsute body, the English taxi driver has dedicated most of his site to "scientifically" exploring the nature of his beastly coat. "There are few hairless places left for new hair growth, but my hair is definitely still getting thicker and more luxuriant in many places," writes Stuart, who appears as though he might be the victim of a cruel voodoo hair curse. The site is well written, and often hysterical, even if it's not meant to be. Particularly amusing are Stuart's musings on the advantages and disadvantages of being woolly: "You wouldn't believe the size of my shampoo bill," he exclaims in disgust. On the flip side, he argues, "being hairy enables me to spend less on clothes."

The Doodle Bus



<http://www.oznet.com/SSITE/DOODLEB/dbus.html>



Take a tour of Scott's 1975 Volkswagen bus. Learn about his trolls, the evil blue grin and the happy, swirling sun on the side. "The greatest thing about the troll head is his hair gets styled all different ways by the

weather. Some days he sports a wet, greased-back look while other times he dons a Don King/Buckwheat do." His lengthy virtual-reality tour leaves no elements unturned, including the evil Barney he has strung up from the rear-view mirror and the bean bags installed where the fridge used to be. His odd vehicle draws a lot of stares, especially from those who see it as a reminder of a friendlier, peace-lovin' time. "It's when I get asked if I have any 'herbs' that I have to tell them that I'm an artist, not a hippy!"



Ovi's World of the Bizarre

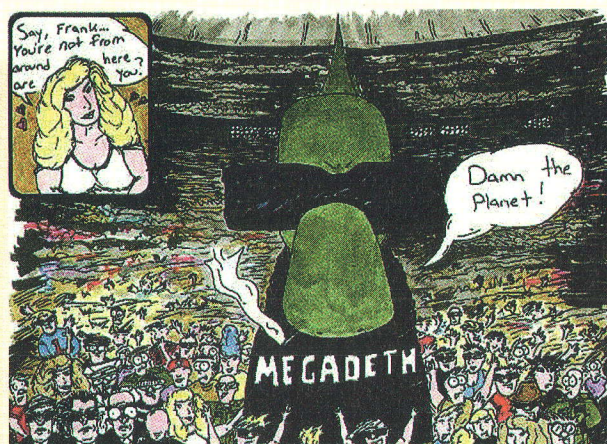
In this wonderland of oddities, you'll find volumes of reporting that would never be found on the local evening news. From the pizza parlor owner getting arrested for asking people to sign his exposed butt to doctors performing the wrong surgery, nothing seems too obscure for Ovi. New issues appear in a timely manner before the first day of the month and back issues are available for research or just good old-fashioned entertainment. Be forewarned: This is not a fiction site. What you are about to read actually occurred...or so Ovi says.

<http://netmar.com/users/ovigher/ovi.htm>

Frank the Dinosaur

Follow the adventures of Frank, a large 4-million-year-old dinosaur, in this odd cartoon series. All of his experiences seem somewhat surreal. Be sure to read "installment IV," in which Frank starts out on a mission for a Colombian drug lord (played by Santa Claus), then winds up with two Beavis and Butthead wanna-bes who take him to a Megadeth concert.

<http://www.tyrell.net/~coventry/frank/frank.html>



The Bad Kitty/ Bad Human Page

This site makes two assumptions: that your pet could stand upright and that it could have mastered penmanship well enough to be punished with writing repetitive sayings on a blackboard *a la* Bart Simpson. Harold Reynolds has been at this for some time now, since 1993, so this is no passing issue for him. His hard efforts are obvious; there are several hundred lines of bad kitty commentaries that range from the generic "I will not poop on the carpet" to the more specific "Black widow spiders are not a toy" and "I realize that the house is not a prison, from which to escape at any opportunity." To be fair to his animal friends, there's a Bad Human version as well.

<http://geog.utoronto.ca/reynolds/pethumor/badkitty.html>

Each month, we find a site that we'd like to share but that might be in questionable taste and perhaps disturbing to our gentler readers. This month's site is especially

**enter at
your own risk**

rough. It might not be a dry heave. You'll find enough here to keep you sick for hours. <http://kzsu.stanford.edu/~vomit/cenotaph.html>

Victor the SnakeMannn's Home Page

<http://home.navisoft.com/snakemannn/index.htm>

"As a long haired, former drug addict, tattooed, rock-n-roll listening, Harley-Davidson driving person, I am not the stereotypical Republican Type." We couldn't have said it better ourselves. Victor makes no apologies for his hardcore far-right views in spite of his seemingly more tolerant lifestyle of sex, drugs and rock 'n' roll. Victor's site is a strange brew—an impressive collection of photographs of himself, his snake and his bike plus some more unusual images of the Snakemannn with celebs that run the spectrum from musicians Alice Cooper and Edgar Winter and the late Wolfman Jack to Sen. Phil Gramm and *Murder She Wrote's* Angela Lansbury.

The Ten Commandments

warn us not to worship any graven images but can you really call delightful spheres made of soap, gum or saliva "graven."

Lloyd Powell obviously doesn't think so, and thus he started the Bubble Church, "dedicated to the worship and appreciation of the Bubble." While Powell's religion has somewhat dubious origins—according to the FAQ, LSD played a big role in the church's creation—we can't dismiss any faith with ceremonies that include communal bubble baths and bubble-blowing contests. Other tenets of the bubble religion: No faith required, absolutely no sin, and you can still worship your old God while embracing the bubble.

The Bubble Page

<http://www.geocities.com/Athens/3289/index.html>

Meatmation

<http://www.cais.net/frisch/meatmation>

Coming so closely on the heels of *Toy Story*, the world of animation may not be ready yet for the revolutionary process of Meatmation—think claymation substituting meat for clay.

Learn all about the trademarked process of Meatmation at this site, then see the first story done in Meatmation. The tale, a family tragedy in which Mr. Beefy goes on a Menendezesque cannibalistic rampage, isn't pretty, but the truly exciting part about the site is the chance to witness the birth of an brand new storytelling medium.

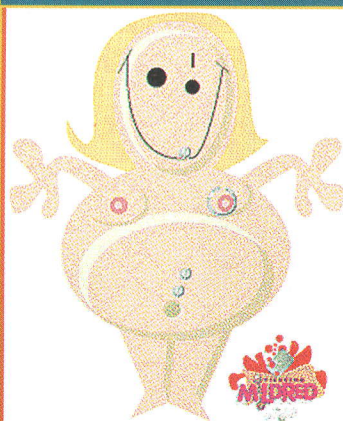


Classic Weird on the Web

"Borne of the '90s two favorite pastimes—Body modification and the Internet," this site offers the opportunity to desecrate flesh without the commitment or hassle of actually doing it to yourself. However, those actual piercings might find this activity somewhat anti-climatic without the pain. To begin, simply enter a name and a password. You will then be prompted to pick a candidate for piercing: Mildred, Maurice or Melvin. You should also enter a quote to accompany your character because if you are chosen as the freak of the week or in the highly coveted "Hole World Weekly Review," you'll want to be remembered for saying something memorable. There is one catch. You cannot go crazy severing and piercing every pixel of your character; each time you play, you are given "\$100" to spend on modifications. The piercing

adornments vary in cost from \$20-50 and scars are \$1 per pixel with a minimum of 5. You can start a new piercing each time you visit, or you

may build on your original with a new bank to spend, but not without consequences; the piercings and scars are subject to infection, at which point you must spend \$5 to heal each of the wounds.



Fair warning, if you think you'll be kooky or cool by piercing one of the nipples, you might want to check out the gallery of past piercings. ●

Piercing Mildred
<http://www.streams.com/pierce/>

The Decapitate an Angel Page

What a golden opportunity. With a simple click of the mouse, blow any shot you had at eternal bliss and seek the ultimate revenge (for those of us who had to deal with knuckle-beating nuns and God-fearing ministers or rabbis) on the administrators of guilt. At the site, an image of an angel statue appears and you must click on the head. If you have done it right, within moments, the angel will reappear without her head, wearing a sanguinary shawl. A triumphant message will ring from on high if this feat is done correctly; if you fail to hit her in the right spot, you will receive messages of eternal damnation and ridicule, somewhat reminiscent of grade school.



<http://www.halcyon.com/maelstrm/angel.html>

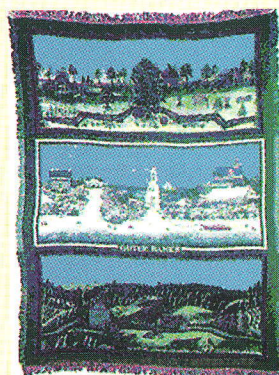
UFO Abduction Insurance

<http://www.gslink.net/%7Eufo/index.html>

Who couldn't use a little more peace of mind? The mock St. Lawrence Agency, whose catchy slogan indignantly cries "Beam me up, I'm covered," offers the family-minded individual single lifetime protection (up to \$10 million in coverage) against UFO abduction. The generous policy costs a flat \$19.95, no matter your age or "Frequent Flyer Status." So, on your next close encounter, as your atoms are being dissembled for transport into the mother ship, take comfort in knowing that your family is being cared for.

The World's Largest Selection of Afghans

<http://www.afghan.com/> Hallmark had it wrong; nothing shows you care like a nice Afghan. If you thought that standard Afghan designs were limited to ducks and other such boring motifs, then you really have to check out this site. As the intro explains, there's "something for everyone," including touching scenes with frolicking cats, handsome dogs and even renderings of Elvis and scenes by The Masters. "Afghans combine both function and beauty; some people use them as throws...others as blankets...still others as wall decorations! As gifts they'll be treasured for years." ●



An unknown author at <http://www.infi.net/~psyspy/area51/testimonials/drivel.txt> offers news that he believes everyone should know. In a nutshell, millions of aliens from the evil race the Greys live in a massive underground tunnel network under the arid western U.S. plains. For years, the government has been in secret agreement with the aliens and allowed them to take humans at random to perform biological tests. President Eisenhower even signed a formal treaty.

kook

du jour

It gets even weirder. "The ruling powers decided that one means of funding the alien project was to corner the illegal drug market." They tapped a young George Bush to orchestrate transfers of drugs to offshore oil platforms. "Today the CIA controls all the world's illegal drug markets."

The Greys have reneged on their deal not to harm humans and "at least 1 in every 40 Americans have been implanted with alien devices that are used to control them if necessity calls."

Knowing this, world governments got together and dismantled the former U.S.S.R. so they all could fight the upcoming battle with the Greys. The author also notes that a "fake" landing of the aliens will soon take place, in which world leaders will call them the saviors of humanity. However, the Grey reptile-like creatures have other plans in mind—to rule the earth with a new world order.

"So be aware!" the author urges. "Demand the truth from your government. Tell them ...there are good aliens and bad aliens and that MJ-12 is promoting the bad aliens and the one world government they hope to control."

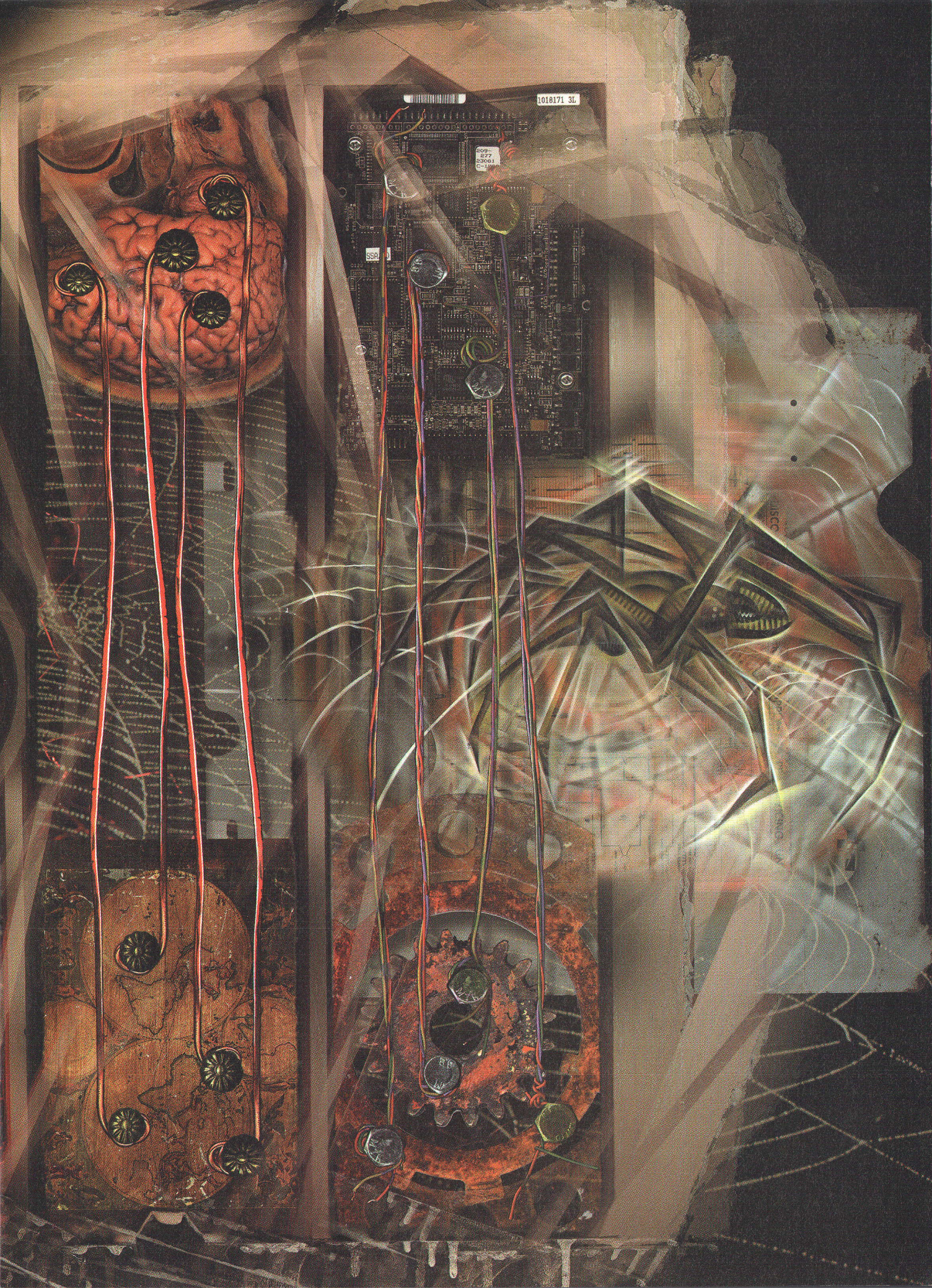
WE INTERRUPT OUR REGULARLY SCHEDULED
FEATURE STORIES TO BRING YOU THIS SPECIAL
INTERNET UNDERGROUND NEWS FLASH...

> is the future tense? <

Here in the underground,
we occasionally wonder,
“What’s the future going
to be like?” Will we be
pretty, will we be rich and
will the underlying proto-
cols of the Internet
remain at the current
standards or be updated
to allow for greater user
capacity? We decided to
find out. In this special
report, *IU* takes a look at
three important areas of
the Internet: the technical
backbone, the manner in
which commercial entities
will manifest their pres-
ence and even help pay
for the Web, and the
impact the Internet will
have on society.

ärt by evil Tom Thewes/Der Lärm





Your
Computer
Speaks IPv4.
The new
standard
is IPv6.
Is that
a good
thing?

The good news is that everything is going to change.
The bad news is that everything is going to stay the same.

That's the word from the gods who run the Internet, the technical-standard setters who sit on the Internet Engineering Task Force. The Internet is growing at such a phenomenal rate, and security breaches are becoming so widespread, that fundamental changes need to be made in the underlying infrastructure of the network before it is too late. A new Internet protocol, IPv6, is supposed to fix things—the current protocol running inside your computer is IPv4. But even though the Powers-That-Be want you to upgrade your software, they can't force you to do it.



"Clearly, it would be irresponsible to the nth degree to say that the installed applications on 20 million IP hosts would be useless in the future, so we are not going to do that," says Scott Bradner, the Internet Society's vice-president for standards.

Simply put, even the Internet's gods can't upgrade 20 million computers at the same time and expect the 'net to keep working without skipping a beat. After all, they tried that before, on Jan. 1, 1983. It was on that day that the Arpanet, as it was then called, officially stopped using the older Network Control Protocol (NCP) and started using TCP and IPv4 exclusively.

The reason for the switch was growth: By design, the NCP could only handle 255 computers on the network; by August 1981, there were already 213. You can read all about the plans for the switch in Jon Postel's RFC 801, "NCP/TCP Transition Plan," widely available at hundreds of FTP sites. But despite two years of planning, things did not go smoothly. By the end of February, nearly half of the computers on the Arpanet still couldn't speak the new

secure. The designers' idea was that the packet switch network should simply get data from place to place; if programmers wanted particular applications to protect their data from eavesdropping, let them encrypt it. If they wanted protection from spoofing attacks, let them design their own authentication systems.

But while those arguments sounded good in 1981, few programmers ever took the time to build security into their applications. Today there are large numbers of Internet services, such as the Domain Name System, which put undue trust in protocols that are fundamentally untrustworthy. The result is widespread break-ins.

IPv6 solves this problem by making the underlying network secure, says Bradner. There's just one problem: There's already a patch for IPv4, called IPsec, that does nearly the same thing.

"There are roughly a dozen implementations/products that contain IPsec, many of which are encrypting firewall products," says Ran Atkinson, who is overseeing the IPsec effort. Last year, a group of security gurus from the Naval Research Laboratory demonstrated their

still enough addresses to last until the end of the universe.

Existing IPv4 computers communicate with these new IPv6 machines using a technique called address translation. Basically, address translation allows a large company to have thousands of computers appear to be sitting on a single IPv4 address. The only problem with this approach, says Curran, is that it works too well. With address translation, new companies that are moving to the Internet don't need to get a huge block of IPv4 addresses; they just need one.

IPv6 also brings automatic configuration to Internet users. "You have a Macintosh, you plug in two [Macs into a network], and it works," says Curran, "We are hoping for that with IP." But once again, an auto-configuration system is already in the works for IPv4 called DHCP.

No Protocol is an Island

IPv6 isn't the only new protocol that's likely to be coming down the pipe in the coming years. IETF is developing protocols for commerce, managing real-time traffic and even secure e-mail. "There are dozens in the works," says Bradner, who notes that there are more than 80 mailing lists discussing the Internet's technical future.

All of these protocols will deeply affect the Internet's future. Consider a new protocol being developed for resource reservation. This protocol will allow people setting up a video teleconference between Berlin, Boston and Bellevue to reserve the necessary bandwidth so that the picture doesn't drop out. But it's highly unlikely that network companies will let people reserve space on their routers and network backbones without paying for it—which will require yet another set of protocols.

Ultimately, most Internet users probably won't consciously decide to upgrade from IPv4 to IPv6. They'll just buy the next version of their operating system, and discover that the new protocol is already there. And if the Internet gods do their job right, they won't even know that.

By Simson L. Garfinkel

Unclear

TCP/IP protocol. Imagine if that happened today: You might upgrade your computer, then discover that you could not send any of your friends e-mail because they hadn't upgraded their own.

This time around, the new network protocols will take the middle ground. People who use IPv6 will get the new features, but only when they are communicating with other computers on the network that have been similarly upgraded. In order to maintain backward compatibility, every IPv6 implementation will have to include a complete copy of IPv4. And every computer running the new protocol will have two Internet addresses: a 32-bit address for IPv4 and a 128-bit address for IPv6.

But this need to maintain both forward and backward compatibility could cause problems of its own, says John Curran, chief technical officer at Beranek and Newman, the company that invented the Internet: "If IPv6 doesn't give us anything over IPv4, why will anybody switch?"

Security: IPv6 vs. IPsec

For your average Internet user, the most important feature that's coming with IPv6 is transparent security...sort of.

IPv4 was never designed to be

IPsec implementation at a meeting of the Task Force. There are even versions of IPsec that can be freely downloaded. You'll find them at ftp.c2.org in the U.S. and at ftp.ripe.net in Europe.

Address and Configuration

Two other new features in IPv6 are dramatically larger Internet addresses and the ability for computers on the 'net to configure themselves automatically. IPv4 uses 32-bits for each host address, which in theory allows 4 billion different computers to be on the Internet at the same time. Unfortunately, it doesn't work that way in practice. Many companies have been assigned large blocks of Internet addresses that they have not completely filled. Other companies, meanwhile, want their own blocks of addresses so they can add new computers to their network without hassle.

"At some point it is going to be impossible to assign new blocks to organizations connecting to the Internet," says Curran. Big companies will be hit first, because they need larger blocks.

With 128-bits for each IPv6 address, the new protocol solves the problem. Theoretically, IPv6 allows 340,282,366,921 billion different addresses; even if we were building a billion computers every second, that's

For more information, check out:

Internet Engineering Task Force Home Page
<http://www.ietf.org/>

IPsec specifications:

<ftp://ds.internic.net/rfc/rfc1825.txt>

[~/rfc1826.txt](#)

[~/rfc1827.txt](#)

IPv6 specifications can be found at:

<http://playground.sun.com/ipng>

Don't click here."
So read a recent banner
ad on c/net. The creators
probably thought it would offer a clever
tease. But for most surfers, isn't that
what most ad banners mean, literally?

All right, maybe that's a bit unfair.
But consider that in the dark ages of
Internet advertising (circa 1994), banners
for the much-lauded Zima site on
HotWired received a 40 percent click-

"In the future, the lines of advertising and services may blur. What we've been saying (in my company) for a while is that advertising should be so good that people confuse it with the product and service," says G.M. O'Connell, the founder of Modern Media and co-creator of the once lauded Zima site. Future Web advertising might work much in the same way that product placement advertising works in film. For instance, you may be reading about car maintenance



at Autosite, not realizing all along that you're being sold to by Saturn through images of the product.

But does it really matter so long as the "advertisement" provides useful information? After all, that's the whole point of the Internet. Making information available. Sure, John Cameron Swayze gratuitously sucked on a cigarette when he delivered the news back in the 1950s, but people didn't seem to mind.

of marketing. Right now, it's very crude," says Andrew Jaffe, executive editor of the ADWEEK magazine group. "People are buying billboards on a highway where it's difficult to see the board." Much of modern advertising, particularly that by large corporations, focuses on creating brand image. Computers simply don't work as a great environment for that kind of advertising, Jaffe says. "That you see Saturn by itself on HotWired doesn't blow you away. If, when you click through and you can develop a relationship with Saturn, maybe join a car owners group, that's another thing. These banners are like invitations

to 'come into my shop,' with varying levels of what they do with you when you do go in. Sure, there's a lot of potential to build relationships or conduct direct marketing here," Jaffe continues. "It's the best targeted marketing ever devised. But marketers are going to have to rethink the whole equation."

Several experts agree the Internet will likely develop along the lines of the cable TV standard. Chris Clark, vice pres-

Beyond Zima

By Kathleen Flinn

through rate...or so HotWired told the
agency that created the site. That meant
nearly half of all the people who saw the
Zima banner hit it.

Now, just two years later, advertisers
are lucky if banners receive a 5 percent
click-through rate. Why the change?
Advertising on the 'net is no longer a
novelty; it has become part of the landscape. That, it seems, may be part of the
problem. At the same time, it might be
part of the solution.

They wanted their TV news. And Camel gave it to them.

The current explosion of advertising on the 'net could be compared to the boom that took place at the inception of network television broadcasting. Advertising Age at <http://www.adage.com/Features/TV/>, provides an excellent history of broadcast advertising and in it, points out that circa 1948, during just the second full year of broadcasting, TV ad revenues jumped more than 515 percent.

Since then, advertising has developed into something of an art, buoyed by the pseudoscience of marketing demographics. Media buyers work on formulas, targeting markets in cost per customer. But the Internet doesn't fit into any easy formula; it's an unmeasured, untested frontier with no real figures, no threshold of reasonable expectations. Users can virtually tune out the ads by turning off the graphics on their browsers. Forget any figures you've seen; no one is really sure how much money is being spent on advertising on the Internet. Most industry experts agree that it's probably a large sum of money, but likely dollars misspent.

"We are at the very dawn of this kind

ident of the GCI Group in New York, thinks so. His firm puts together Web sites for major companies, most notably Vivarin. While cable TV channels grew exponentially, the Internet, Clark says, "is like cable TV with a thyroid problem."

"With cable TV, you pay for access,



but then part of the cost is offset by ads. The online services are enriched services, so you pay more for those. The model should or could work, except for one thing—advertisers are trying to provide the content rather than just paying for it. I think that's a huge mistake."

Clark doesn't believe that any advertiser should expect more attention from Internet users than they expect from TV viewers or magazine readers. Vivarin, for example, puts together small, two-page Web sites that focus on subjects of inter-



Advertising

may be a

necessary

evil to help

pay for the

advancement

of the 'net,

but it has a

long way

to go

est to their primary demographic of college students.

"A site about spring break is closer to their hearts than one about taking caffeine in a pill form," Clark says. He admits that he doesn't expect students to sit around looking at a site that starts out "Welcome to Vivarin.Com!" Especially when it's so simple for users to hyperlink elsewhere.

O'Connell believes that the days of creating a hot site such as Zima.Com



are quickly fading away. "They can't continue to create their own content, it's going to implode on itself. I don't think that it's going to work."

Companies that have put large sums of money into Web sites are now trying to figure out whether or not those sites have paid off. But that's not something that can really be quantified, says Larry Chase, president and founder of the Online Ad Agency. When Alexander Graham Bell's radical invention hit the mass market, Chase says there were a lot of newsletters sporting titles such as *How to Make Money on the Telephone*.

"So maybe someone installed a telephone. Back then, it was probably harder to configure than PPP is now. Then, at the end of the year, they thought, 'Hey, we didn't make any money on it,'" Chase says. "But, on the other hand, that person considers, 'Well, I got to speak to a client in Chicago I didn't know about that gave me an account I'll service for years.' So, what's that worth? That's what companies need to understand."

There's one last thing that remains vastly different in terms of how advertising on the 'net will evolve as compared to other mediums: Namely, two-way communication. Input from users will likely be a dramatic influence on the shaping of future campaigns, methods and even the entire advertising paradigm. Internet advertising doesn't have to be an ugly concept. Let advertisers know you appreciate it when they give you content that you want, in an interface that works. Fire back with bile to those companies that clutter up newsgroups with spam or load your mailbox with junk. After all, Burger King pulled its horrible Herb campaign years ago when people let them know they didn't like it. As their old campaign used to suggest, "have it your way."

Senior Editor Kathleen Flinn was previously editor of *International Advertising & Media* and a staffer at *ADWEEK* magazines.

is the future tense?

part two

ISSUE 6 • MAY 1996

PAGE 6 OF 8

33

There's one thing you can be sure about with the future of anything. Namely, that no one

really knows what it's going to be.

That's especially true about the impact that the Internet will have on society at large.

Some futurists might have you believe that the world will radically change in the next few years thanks to

Digital Cu

online solutions. *IU* wasn't as certain, so we decided to poll experts from a variety of fields, from technology to marketing to sociology to help with this prediction. What did we discover? The general opinion was that this information-inspired revolution will be quick and thorough, yet gentle on the consumer.

When will you *have* to get wired, if you aren't already? Well, probably never. It's the same way you really don't have to

own a TV or a telephone.

The again, contemplate this futuristic vision of a day at the office. Instead of the morning paper with the cup of joe, you go online and flip through NewsPage, and online versions of the *Wall Street Journal* and *The New York Times*. Instead of going through the mail, you check your e-mail. The phone is relatively quiet; most of your correspondence comes through Eudora Pro, filtered by subject.

Next you order some flowers for your mother via the Internet and check the whereabouts of a package at the FedEx site. The doctor just prescribed some drug you never heard of, so you go online and look for it, then post to a newsgroup querying about the side effects. You sign up for an upcoming charity event and look at the resumes of interested jobseekers. Then, you spend the afternoon editing work of employees and sending it to their home offices, scattered over four different states. Before heading home, you flip to a Web site to see how the traffic is moving, compiled by computerized sensors along

the highway.

Sound like the future? What I just described was pretty much a typical day for me. As William Gibson once said, the future is already here; it's just unevenly distributed.

"Most of what's being predicted or touted about the Internet is an exaggeration," says Dinty Moore, author of the *The Emperor's Virtual Clothes*. "It's neither as wonderful as its proponents claim nor as horrifying as its critics believe. What I've found is that the Internet is not going to change who we are, change the way we think and the way we learn, or change the essential way that we communicate, much less transform our culture, alter the political process or rearrange the balance of world power. What the Internet is doing is making it faster and easier for people with similar interests to find each other and talk to each other, no matter where in the world they live."

Oh sure, the Internet could also turn you into a hermit. You might choose to avoid going out of your house altogether, order your groceries through Peapod, purchase clothes through an online mall and get your sexual needs satiated

How will the

Web change

your daily life?

Has it already?

By Kathleen Flinn

Iture

We're in the

middle of a

quiet, complete

revolution

(well, sort of), via chat. But while we may take care of rudimentary tasks and gather information online, most of society will still desire interaction. "After sitting at a computer all day, people actually might be more likely to want to go out," notes Neal Goldsmith, president of Tribeca Research Inc., a technology strategy consulting firm and Internet think tank.

For Luddites who completely reject online technology, the truth is, the Internet can never fully be dismissed. It will still affect their daily lives, if at least from collaborative medical research efforts being conducted online.

The government keeps archives of records and documents that might also affect Internet naysayers, says Dr. Ogden Forbes, Ph.D., a researcher at Pepperdine University who completed his dissertation on the history of the Internet.

"In many ways, colleges are the models for how the Internet will eventually weave into our lives." Even on a large campus, the Internet can bring students together with a greater sense of intimacy and level of efficiency. You can find people on a campus of 20,000 with the Internet that you might never have discovered otherwise, he notes.

Those who currently spend a lot of time online may already be taking the vast amount of information available to them for granted. When one IU staffer realized she wouldn't be able to see the Hyakutake comet in March, she immediately responded, "Well, I can look it up on the Web. I'm sure someone will have something on it." Television is a different beast; sure you can tape a show, but what if you forget? It's gone.

Also consider that an estimated one-half of all schools in the United States are now wired for the Internet. In a few years, that number will likely rise to near 100 percent. And most college students already have some access to the 'net.

When this entire group of young people finally come online and have advancements such as high quality real-time audio and video available to them, the world is sure to change forever. In the entertainment industry, the music "play list" and standard music marketing paradigms are already being reconsidered because of the 'net user's ability to download songs in real-time without having to pay for them. Television-computers and video-on-demand, both expected in the near future, are sure to change Blockbuster's rental strategies.

Eventually, more rudimentary elements of citizenship will be handled through the 'net. Register to vote, heck, even cast your vote online. Pay your taxes, renew your car registration or driver's license. Our IU pundits think it's unlikely that shopping malls will go by the wayside however; even Home Shopping Network and its \$4 billion in sales at its heyday didn't kill strip malls. Internet phones will probably not knock

out telephones. "There will always be people who prefer faxes, because it's tactile. It has the immediacy of e-mail, but it is something you can feel. So you won't see things go away," says Judy Tashbook, a spokesperson for America Online.

What will be a notable change in the next few years will be the integration of media into the Internet. Newspapers will likely continue on the declining path on which they started some years ago. Combined with the soaring cost of paper, most media companies have already sought refuge on the Web. "The media will all simply integrate, the lines will be blurred," Goldsmith says.

Technology is neutral, like a blank canvas. What we do with it is a factor of human nature. The image of the Internet

is the future tense?
part three



as a vehicle of threat is likely to increase, Forbes says. Having a whole world connected to an admittedly unsteady network allows for the potential danger of technical terrorism. "Right now it's new and we're still exploring its possibilities. It's like the patent medicine of the 19th century—it's good for all that ails you," Goldsmith says. "But like the patent medicines, they weren't good for all that ails you. In fact, some of it wasn't good for you at all."

THIS HAS BEEN AN IU SPECIAL REPORT. WE NOW RETURN YOU TO OUR REGULARLY SCHEDULED FEATURES ALREADY IN PROGRESS, EXCEPT ON THE WEST COAST...

ISSUE 6 • MAY 1996

PAGE 8 OF 8

35

By day, Soren Ragsdale, 20, is a mild-mannered computer science student at the University of Arizona. But by night, the self-deputized Spamhunter girds his virtual pistol holster and patrols the Web in search of villainous abusers of the Internet, particularly, "spammers."

Exactly what is a spam? Hormel Foods jokes aside, a spam is a mass e-mailed or Usenet posted message usually mongering some kind of product or service. For instance, if you've ever received an unsolicited e-mail selling dubious legal services, long-distance

a Fistful of

calling plans, insipid T-shirts or atomic bomb blueprints of Fat Man & Little Boy, you've been spammed.

Most 'net users view spamming as a reprehensible marketing technique that clogs the life-giving arteries of the network. But despite the potential dangers this process poses to the Internet, spam outlaws continue their

It's a filthy job, but

dirty deeds. Unfortunately, while federal law prohibits transmission of unsolicited faxes, no such rules exist for abusive spamming of the 'net. That's why Ragsdale, author of the "Who (or what) is Spam King" page <http://com.primenet.com/spamking> began his hunt a year ago.

by Rob Bernstein

IU used only authentic SPAM® brand luncheon meat for this article. Accept no substitutes.



somebody's got to clean up all that spam

His primary target? The infamous spammer Jeff Slaton, better known as Spam King. "The reason why I took on Jeff Slaton in particular was because when I would receive mail from him or see posts from him on a newsgroup, he wasn't even saying 'this is a good idea.' He took it as 'na na na na, you can't catch me,'" says Ragsdale. "This was somebody just so obnoxious that I felt like I had to do something."

To unnerve Slaton, Ragsdale ferreted out information exposing the Spam King and posted a list at his site that includes Slaton's home phone number, home address, social security number, attorney's name and make of car with payments due. This tactic has worked insofar that Slaton has had to continually change his home phone number and e-mail address to avoid the deluge of messages from irate Internet users. But according to Slaton, Ragsdale's page is more of an endorsement than an epitaph for the Spam King.

"It really has worked in reverse because most people in the academic world, like Soren, haven't the slightest idea of marketing and they absolutely have no idea of the positive repercussions of his Web site in terms of economic remunerations to me for my services," says Slaton. "I don't care if they continue to have their Web sites up there. It simply perpetuates the Spam King legend."

Not all spammers are as brazen as Slaton, however, and some even come crawling before Spammers on their hands and knees, looking for forgiveness. For example, a spamming offender listed on Alex Boldt's Blacklist of Internet Advertisers at <http://www.cco.caltech.edu/~cbrown/BL/> posted in regret, "Am currently blacklisted from rec.games.video.arcade.collecting for advertising... Realize that it was inappropriate [sic] and have learned my lesson. Have served my time and am [sic] no longer a menace to society. Would like to be considered for parole. Will not jump bail."

As a general rule, Boldt, in the role of judge, jury and executioner, sentences spamming offenders to a minimum of three months time on the blacklist. Only after doing some hard time can ex-spammers hope to apply for a probation and have their name removed from the virtual Sing Sing—although the site's archive will always keep past offenders and their netiquette "crimes" posted for educational purposes. Understandably, spammers are none too pleased with Boldt's tactical warfare techniques, and from time to time, he receives some rather angry responses from direct marketers who have been given a good ol' Spammer branding. In spite of threats to sue or do bodily harm to him, Boldt remains stoically cool. "The flames I get after having put someone on the list are rather predictable... Once they figure out that I'm German, the Nazi/Hitler analogy becomes very popular... If you have seen five, you've seen them all." But even those not involved in spamming are unhappy with Boldt's blacklist and accuse him of using

tactics that are unfair and in direct opposition to the spirit of the 'net. Boldt makes the claim however, that his approach to spamming is completely in accord with the *elan vital* of the Internet and argues, "Punishing of unwelcome behavior should be done by private individuals, following the same grass roots philosophy that governs the rest of the 'net."

In keeping with that philosophy, Boldt, on his site, describes a number of guerilla tactics that have been proven to work against the more soft-minded of spam artists. Some retributive measures he recommends: 1) Send e-mails to spammers who use automatic mail-back robots. Place their own address (or better yet, the address of another spammer who's also using an automatic mail-back robot), in the FROM or REPLY-TO header. This causes a furious mirror-in-front-of-a-mirror response that effectively crushes the target's mail server. 2) Waste a spammer's time by feigning interest or through use of an AI engine like "emacs doctor" that engages them in fake mail dialogue.

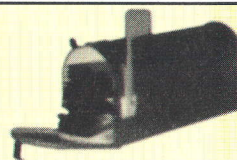
At Right: Soren Ragsdale, a self-declared vigilante Spammerhunter

3) For the truly emphatic, send the spammer a notice explaining that a charge of \$500 will be incurred for the proofreading of every commercial spam you receive from them. The next time you're e-mailed by the spammer, send out an invoice. Unless they pay the fee, take them to small claims court.

While Ragsdale recommends Boldt's reprisal tactics for impairing the actions of spammers, he also urges that service providers write a "damages provision" into subscription contracts so that abusive users are held pecuniarily liable for the costs of cleaning up their own piles of spam. Simply terminating the accounts of abusers is not enough anymore, says Ragsdale, because services like Inter-

Some spammers come

E-mail Grabbers Haunt Usenet



Would you sell your email address for 5 cents? ICON Inc. will. Based in Dunwoody, Georgia, ICON is one of several companies that has been scouring the Internet for e-mail addresses. ICON has built a database with several million names, and is selling it for between \$25 and \$50 per thousand.

"These names are all in the public domain," says Jordan Davies, who works for the company. "If they post that to a newsgroup, that's public domain."

Another group that's been building a similar database is net.net advertising, a new business venture of The Blair Companies, a 38-year-old firm that claims to employ over a thousand people nationwide. "We at net.net advertising are excited about the enormous potential of e-mail," reads a promotional overview from the company. "The immediacy of this medium, coupled with easy interactivity and low environment impact will make e-mail advertising the wave of the future ... Our capability to reach millions of people world-wide instantly makes this a medium of unparalleled value."

Both firms won't actually give out

their databanks; instead, they'll do the mailing for their clients. And both offer some degree of "targeting"—net.net's list, for example, is broken down into 100 different categories, such as "camping," "Christian" and "computers."

According to DM News, "The Weekly Newspaper of Record for Direct Marketers," there are now a half-dozen firms that are experimenting with Internet target-marketing. All of the firms appear to be gathering the e-mail addresses mostly from Usenet discussion groups, although some appear to be taking addresses from Web pages and Website "registrations."

Philip Devorris, net.net's president, says that 50,000 postal addresses that it obtained from an Internet survey. "Probably within a couple of months, we will be at 150,000 [addresses] maybe 200,000."

Both ICON and net.net claim that people who do not wish to receive the mass-mailing can have their names removed from the list by replying to the e-mail with a special message.

- Simson Garfinkel

Ramp, a PSINet company, permits any spammer with a credit card to set up a free trial account and start all over again.

In fact, it's through InterRamp that Ragsdale suspects Slaton has set up a number of new accounts from which he has been e-mailing forged spams—each of which lists Ragsdale as the REPLY-TO. "I was coming back from going to a 7-11 to get a Thirstbuster. Luckily I was logged on at the time, and saw about 20 messages, mostly from Italian listservs saying, 'Thank you, your response has been posted,' or 'I'm sorry, your response was not accepted,'" recalls Ragsdale. Realizing he had been framed, Ragsdale immediately set up a remailer to automatically respond to the flood of angry e-mails that would soon follow.

There's no proof that Slaton actually sent the spam, but Ragsdale claims that the writing style is the same, "down to the bad grammar and misspelled words." Additionally, the spam was traced back to a service provider that has a dial-in number located in Albuquerque, N.M. Currently, the University of Arizona legal department is investigating the matter.

"It's a silly accusation," laughs Slaton. "Albuquerque is kind of like a southwest

crawling before

Silicon Valley. We have a lot of people who use the Internet...And there's a lot of activity that is done in my name on the Internet. It's disappointing to hear that, but not surprising." Although Slaton pleads "not guilty" to the accusation of spam forgery, Ragsdale remains suspicious and manifests that there's much more than a competitive rivalry at work here. In his estimation, Slaton is an unscrupulous businessman who'll do anything for a buck.

"He obviously doesn't care who he misleads so long as he gets paid," attests Ragsdale. "He even got a church to give him \$450. And they listed their phone number, a toll-free number you can call—they got mail bombed; they got their account pulled. This is a church group that's doing charity work!"

In defense of himself, Slaton insists that it was the president and founder of the church, Calvin Horn of Noon Day Ministries in Albuquerque, who in fact initiated the contact between the two parties. "He was intrigued by the idea of reaching millions of people on the Internet. And in spite of the fact that the articles [shown to him] were very controversial, to say the least, they sought out

my services." Slaton also says that he suggested to members of the church's board that, prior to the spamming, they should set up some kind of answering machine service to field all calls.

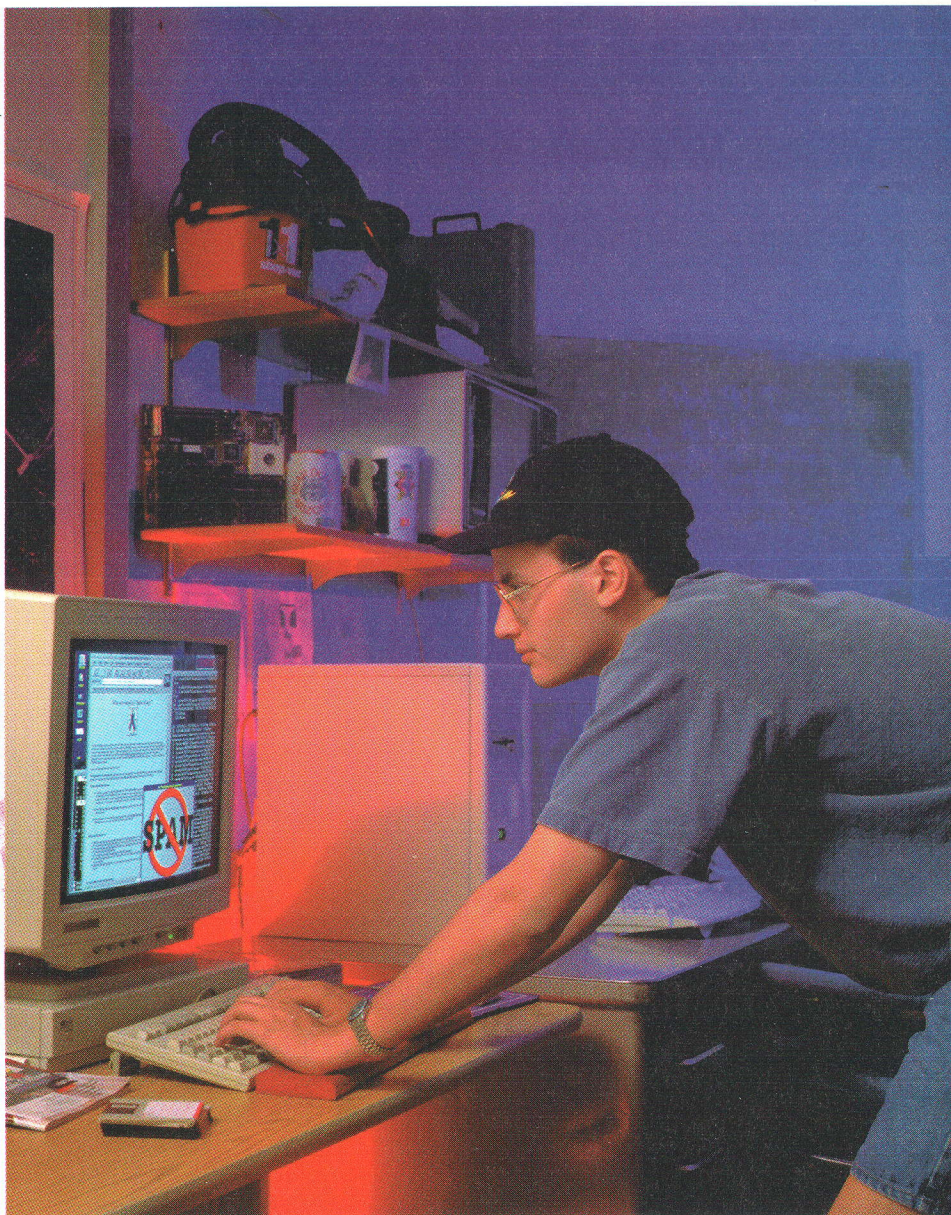
That's not the whole truth according to Pastor Dennis Lihte of Noon Day, who sat in on discussions between the church and Slaton. He admits that the ministry did indeed seek out Slaton's services, but he also says that the congregation wasn't sufficiently warned about the potential for damaging their organization's reputation, nor to the amount of contemptible feedback that would be received subsequent to the mass mailing.

Who's to blame? It's impossible to say, but one thing's for sure, spamming doesn't pay—for the \$450 spent on

Slaton's service, the church collected no more than \$20 before having to pull the plug. Even Slaton concedes that spamming is on the decline and says that he's hanging up the spurs and moving on to greener pastures. "The novelty has worn thin...I've decided to let the little dogs fight over the small bits of scrap spam available."

As for Ragsdale and Boldt, they say they won't ease off anytime soon. Despite all the flames and beatings they're administered daily on related newsgroups, they both remain focused on their ultimate goal: No more spam. ●

PHOTO BY GILL KENNY/BLACKSTAR

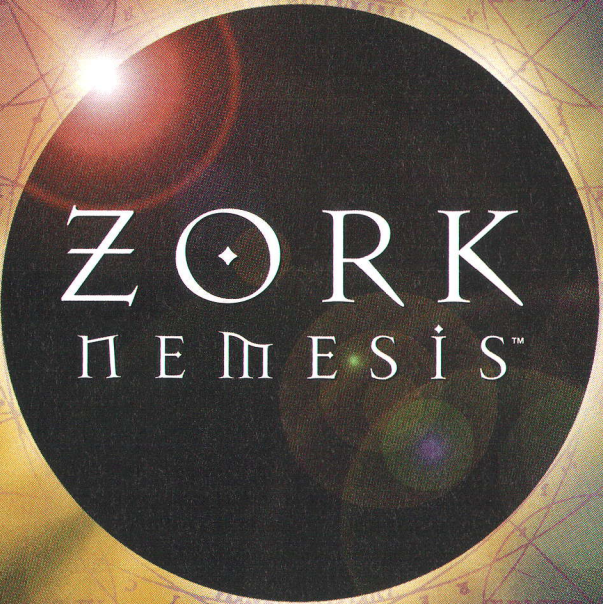


spamhunters on their hands and knees...

ENTER TO WIN A ZORK NEMESIS CASTLE ADVENTURE IN THE UNITED KINGDOM!

GRAND PRIZE: 5-DAY/4-NIGHT
ADVENTURE FOR TWO IN WALES

FEATURES A MEDIEVAL TOUR OF THE GREATEST CASTLES
OF THE 13TH CENTURY, A STAY AT THE HISTORIC RUTHIN
CASTLE AND A BANQUET-STYLE FEAST.



ZORK
NEMESIS™

5 FIRST PRIZES: A FRAMED PIECE OF ORIGINAL
ZORK NEMESIS ARTWORK

100 SECOND PRIZES: A ZORK NEMESIS HAT

100 THIRD PRIZES: A ZORK NEMESIS T-SHIRT

ACTIVISION®

ENTRY FORMS AVAILABLE AT PARTICIPATING RETAILERS.

SEE BELOW TO ENTER BY MAIL. OR ENTER THE FORBIDDEN SWEEPSTAKES
AT [HTTP://WWW.ACTIVISION.COM](http://www.activision.com).

No purchase necessary. Sweepstakes ends 6-30-96. Open to residents of the U.S. and Canada,
18 years or older. Void in Quebec or where prohibited by law. To enter by mail, send a 3" x 5" card
with printed name, address and telephone number to: The Zork Nemesis Forbidden Sweepstakes,

P.O. Box 52990, Dept. 7644, Phoenix, AZ 85072-2990. Entries must be postmarked by 6-30-96.

One entry per envelope. Electronic entries must be received by 6-30-96. For rules, send a SASE to:
Forbidden Rules, P.O. Box 52912, Dept. 7645, Phoenix, AZ 85072-2912. Residents of VT/WA may omit return postage.

DARE ENTER

THE FORBIDDEN SWEEPSTAKES

COLWY

HARLECH

CAERNARFON

RUTHIN



by Lauren Gonzalez

Irony alert:

U.S. Commies

now use the 'net

to sign up new

comrades

The only visible "iron curtain" outside the Modern Bookstore on Chicago's South Side is a solid gate, protecting the entryway from vandalism and unwanted visitors. Steep, dust-encrusted wooden stairs lead to a second-floor office heavy with stacks of brittle literature and pamphlets atop metal desks and a wooden conference table with an eclectic family of chairs. A large picture of Lenin prominently hovers above the fireplace mantle, surrounded by black-and-white photos of assemblies and demonstrations displayed below the vigilant miniature American flag. The scene hardly seems a welcome gathering point for a major political

illustration by Chris Baldwin

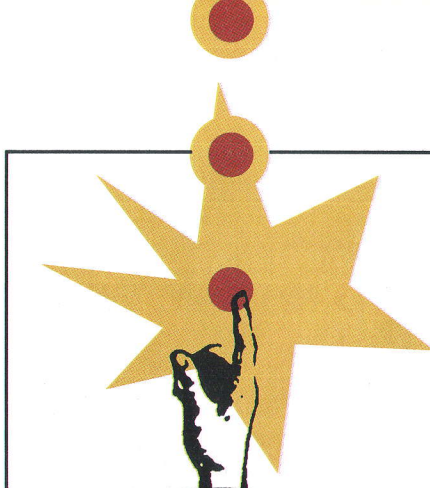




movement, the Communist Party of the United States of America.

Under the watchful eye of a large Karl Marx painting in the cramped back office, the Party's Internet coordinator Scott Marshall works to make socialism more accessible to the masses from behind a 386 named "TurboLenin."

The creed "Socialism in our day" rolls across the monitor as a screen-saver. It seems that Marshall has made that goal more



"I think the powers that be are very afraid of this technology because it does make everybody a Gutenberg."

feasible. At **The Communist Party Home Page**, <http://www.hartford-hwp.com/cp-usa/> membership is now just a mouse-click away.

"We want to make it as simple as possible for people to participate with us and that's why we have the Web site," Marshall says. Becoming a Communist online is infinitely easier than signing up for the Democratic or Republican Parties. **The Democratic National Committee Home Page**, <http://www.democrats.org/>, has an online membership opportunity, but it must be coupled with a Visa or Mastercard donation to complete the transaction. The Democrats have grasped the concept of sensory overload in place of content, not unlike a menu from Denny's—everything looks digestively tolerable in its photograph, yet largely unappealing once it's delivered to the table. **The Republican National Committee Home Page**, <http://www.rnc.org/> apologizes for not having an online membership option. They suggest printing out the form they display and sending it snail-mail to Washington D.C., along with a check for your contribution. Their official "Grand Old Page" of the GOP comes up "403 forbidden," for unknown reasons.

In contrast, The Communist Party's home page promises and delivers both quick and free membership. I even put the site to the test. When Marshall responded to me within the hour, I

knew the Party meant business.

"It very much fits the difference in our politics," Marshall says.

"We're grassroots. We're funded by people's nickels and dimes and don't have a lot of money. They (the other par-

Smile and say Socialism: Scott Marshall of the Communist Party

ties), of course, they appeal to the big boys in the smoke-filled rooms."

A southern-bred, working-class activist, Marshall joined the Party in 1968 after earning his counter-culture stripes protesting the Vietnam War and fighting for civil rights. Marshall found the Party's grassroots approach to politics more attractive than the viewpoints of the conventional parties. The Party itself has existed in the United States since 1919, when it formed out of the machinist's union hall on Blue Island Avenue in Chicago.

In this post-Cold war era, members view the Internet as the tool that will help the Communist Party progress into a mainstream political entity with worldwide mass appeal, Marshall says.

Applications for the Communist Party are not

easy to find. The U.S. government spent millions fighting communism and its ideologies. U.S. citizens have died serving their country by battling with the "Commies." With few avenues for advertising, the Web and its ability to reach diverse audiences serves as an ideal resource for recruiting members.

The Communist Party's page is filled with history, current events, commentaries and a complete reprint of the *Communist Manifesto*. Perhaps akin to the style of politics the Party exercises, the site is dedicated to distributing information without flashy graphics. Java applications, biographies and GIFs of Party coordinators are in the future, Marshall says. However, the Party would never publish a member list—they currently protect their comrades by keeping few records of members, Marshall says.

The Communist Party first began utilizing the Internet about five years ago. Using e-mail and newsgroups to post articles from their newspaper, *The People's World Weekly*, the Party saw the Internet as a step in the direction of progress. Marshall says the Web site has brought a fair share of young people to the Party's sign-up sheet. Of the Party's 15,000 to 20,000 members in the United States, the fastest-growing demographic is among 18-to-34-year-olds. Marshall attributes part of this increase to the popularity of the Web.

Haines Brown, the creator and Webmaster of the site, offers his service through Hartford Web Publishing, a small, Connecticut-based company he started in anticipation of retiring from his academic career. Brown formed the site, mostly pro bono, to help the Party exercise its freedom to publish and educate, even though he is not a member. Brown and Marshall view the Web as a source for increased membership differently. "I think the potential of a Web page to recruit new members to the Party is minor," Brown says, "but we are rapidly moving toward an era when education and acculturation draw upon resources that are global and without the kind of interpretation, filtering, even censorship, that typifies the formal educational system today. I suppose one could use the term cultural revolution, although I personally feel that other kinds of changes would have to accompany that to make it really significant."



The Party Zone

The Communist Party of the United States may have been one of the first to venture to the Web, but other Com-

munists worldwide have followed suit, creating their own pages to offer resources and membership

opportunities to people interested in joining one of the most controversial political entities of modern history. The following list includes Web pages dedicated to various Communist Parties throughout the world.

ARCHIVES OF THE SOVIET COMMUNIST PARTY AND SOVIET STATE

<http://chadwyck.inter.net/chadwyck/products/p043b.html>

SOUTH AFRICAN COMMUNIST PARTY

<http://www.anc.org.za/sacp/index.html>

COMMUNIST PARTY OF CANADA

http://neal.ctstateu.edu/history/world_history/archives/canada/canada026.html

COMMUNIST PARTY OF GREAT BRITAIN

http://neal.ctstateu.edu/history/world_history/archives/euro008.html

COMMUNIST PARTY OF CONNECTICUT

<http://www.hartford-hwp.com/CT-CPUSA/>

COMMUNIST PARTY SOVIET UNION

<http://www.ida.liu.se/%7Evaden/communism/>

COMMUNIST PARTY OF VIETNAM

<http://coombs.anu.edu.au/~vern/vnin-folcpv.htm>

PARTIDO COMUNISTA PORTUGUES

<http://www.telepac.pt/pcp/>

THE COMMUNIST PARTY OF CHINA

<http://www.saic-dc.com/www1/c/cpc.html>

Timing is everything, in terms of revolution. In the twilight of *Perestroika* and the fall of the Berlin Wall in 1989, the Cold-War threat of the Communist Party has fallen into slumber. Those who still fear the Communists and the imposing threat of nuclear war are deemed conspiracy nuts or isolationists. Dissatisfaction within the current political climate of the United States makes being a "Commie" not seem quite so anti-American anymore. Americans are searching for alternative political options, exemplified by the impact of Ross Perot in the 1992 presidential election. The Communists may see the shift in American politics as an opportunity to make known the changing face of Communism for the new millennium.



Communism has not been crippled by its demise in Russia, says Marshall. Rather, privatization has devastated the former U.S.S.R. and has forced the people to form coalitions and grow, politically, toward a stronger Communism that could potentially come into power after the June elections.

While most of the current Party members are working-class individuals, the opportunity for mass appeal through the Web was understood even by older, less-wired comrades. A common complaint among constituents of any organization is that the Internet has not been an easy tool for all older individuals to grasp. However, Gus Hall, the 84-year-old chairman of the Party, was enthusiastic about the venture from the beginning, according to Marshall. Marshall attributes Hall's excitement to the chairman's many years as a steel worker.

"I think working people, in particular those who work around processes, look for the better, easier way to do things, so technology kind of fits naturally with people who use their hands," says Marshall. However, in the Party, as in many organizations, there are some techno-stragglers.

"The technology is fast-moving, and a lot of comrades are still using manual typewriters, so it's hard to get them to understand it," Marshall continues, "I know one comrade who wanted to send a message to another party overseas, e-mail, and he wrote it like it was a cablegram, you know,

'stop' and three-word sentences cutting the hell out of what he was trying to say. I think that's very human and very natural with people."

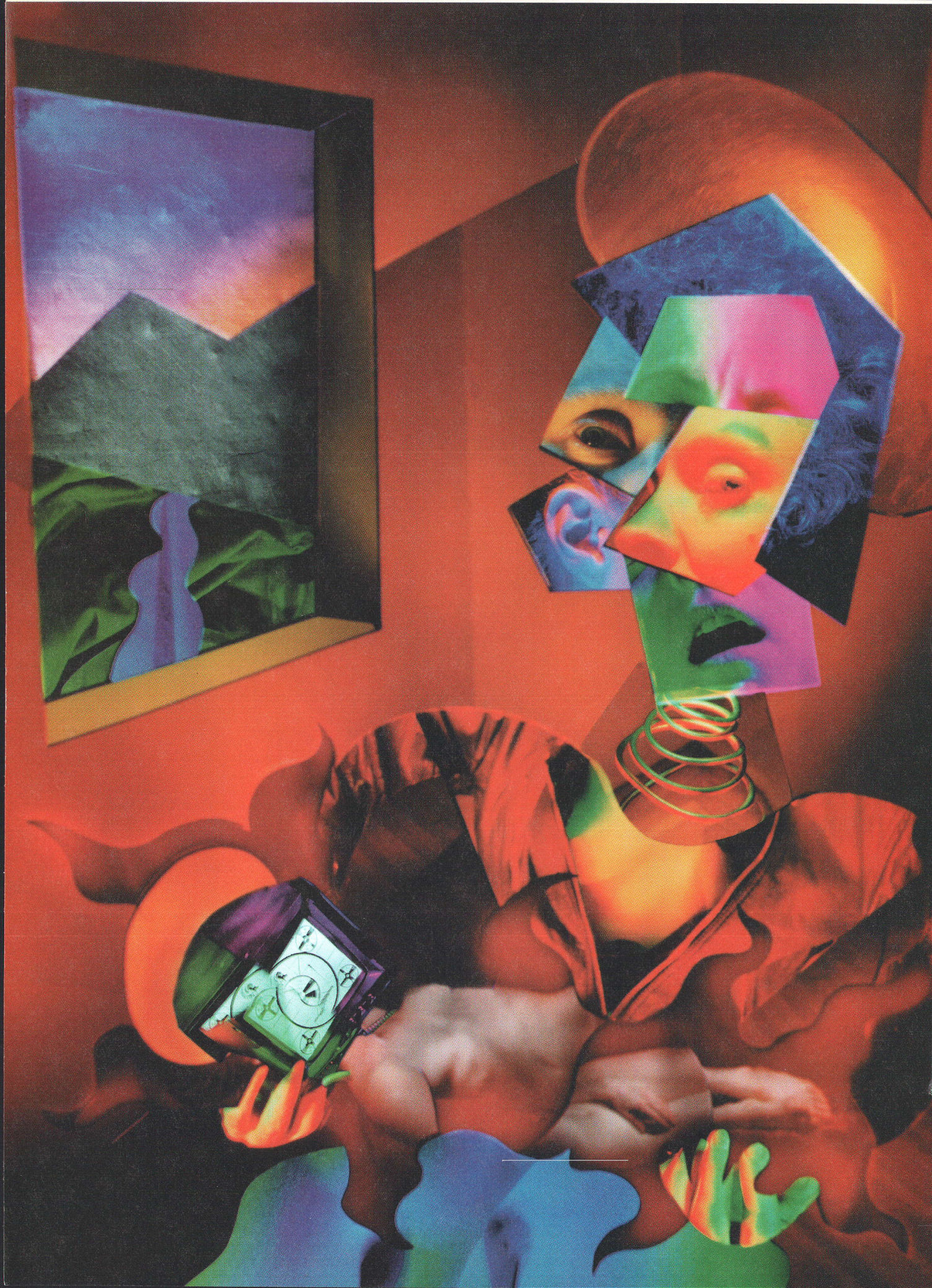
Issues that concern the Internet community as a whole, such as the Telecommunications Bill, also interest the Communists.

"I think the powers-that-be are very afraid of this technology because it does make everybody a Gutenberg. It does make everybody able to communicate and it is a very democratic form of communication," says Marshall. "I think they are worried that too many people will find out too much information this way; they want to control the information."

To ensure control of content, the Communist government of China now requires all Internet users to register with the state police and feed all information through a common ISP. Although the Communist Party of the United States has ties to every Communist Party worldwide, Marshall admits China's censorship is difficult to address. "Have they gone too far with censorship? I don't know. I do think that it won't work, that it's the same problem any government is going to have," says Marshall. "This stuff is just too diffused, too decentralized. It will be very difficult for anybody to control it. I'm sure they're going to have to grapple with that."

"They [the Chinese] are trying to solve the problems of China with their own ideas about how to do that and I think, in general, there are Marxist ideas that are different. In our country, with our traditions and our democratic structure, it's an entirely different ball game. We would be totally against trying to censor or hold back the information, which is not to say there isn't some objectionable stuff," says Marshall. Cultural differences, such as the social acceptance of material such as pornography, according to Marshall, may play a large roll in China's decision to build a cyberdam.

The future of the Communist Party is tethered to its ability to obtain new members and to progress, not unlike the goals of any political organization. An openly public Party, unscathed by the aftershock of the McCarthy era, is the vision Marshall works daily to create. Ironically, it may turn out that the free flow of information, previously an enemy of Communists, will someday become the Party's best comrade. ●



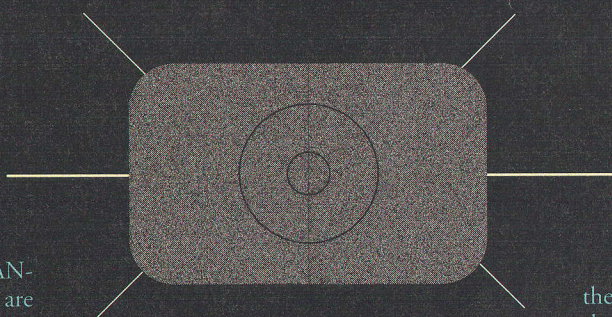
()

dedicated fans turned tv show saviors are using the 'net to try to revive canceled series such as *mystery science theater 3000*. will it work?

BY JUSTIN WARE

IMMA^{THE}CULATE RECEPTION

ART BY MICHAEL NORTHBUD



"THIS LEGACY CANNOT DIE!! There are too many stories to be told! And if they're going to cancel us, then they should at LEAST give us a series finale! What about Nat and Nick? Do you think that I'm going to sit for the rest of my life wondering what happens to the two of them?"

One would think that eventually the despair would wear off. But then again, these aren't your typical fans—these are people with a dedication level David Koresh would find frightening. In case you're not familiar with Nat and Nick, they're a pair of vampires. Fake vampires, obviously. Real ones would probably never build this kind of following.

Nat and Nick are the central characters in the show *Forever Knight*. Airing for the last year on the USA Network, *Forever Knight* tells the story of a vampire who tries to rejoin the ranks of mortals by easing his way back into humanity. To do this, he enrolls in humanity's closest

equivalent to a cadre of blood-sucking denizens: a major city police force. We're not going to judge the worth of the show (its backers praise the quality of the writing and acting with the fervor of cultists, and we don't want to contradict them), but its fan base is unassailable.

Unfortunately, the show's been canceled. Killed. Kaput. By the USA Network, no less. You'd think a network that shows reruns of *Knight Rider* and *MacGyver* would find a time slot for a show a whole load of people love.

They may still have to—these people aren't going away. They're devoted, patient and thanks to the Internet, they're organized. The Web, even if it's not changing the commitment level of fandom, it is at least making it more efficient.

Before the advent of the Internet, canceled shows usually disappeared without a trace. Even if you suspected that other fans existed, how would you find them? Take out newspaper ads? Ask around? Troll industry conventions? Television, even if it creates a common experience, keeps people pretty much separate, and it took a whole lot of effort and luck to keep something on the air. Success stories, like the campaign to save the original *Star Trek* in the late '60s, were few and far between. Now the Web allows people to search for other fans of their favorite shows with ease.

Admittedly, there's a fair amount of irony in all this—'net usage has been proven to lower TV viewing. The fact that people have ended up using 'net bandwidth to talk about and even save television programs somewhat vindicates the medium, or at least cements the pervasive nature of pop culture. Of course, netizens could also just look like meddling kids: Not only are we going to turn off our TVs, a netizen might declare, but we're going to tell you what we want to see on the few occasions we stoop to turn on our sets.

The most impressive example of this movement is the effort to save *Forever Knight*. The show has an embattled history; its initial late-night run on CBS fell victim to David Letterman's defection to the network. After a letter-writing campaign, the show came back via first-run syndication, then moved over to the USA Network, where it gained a small but devoted following in a similarly awful time slot, Mondays at 10:00 p.m. On Dec. 22, 1995, it was canceled again, this time seemingly for good.

TriStar, the company that produces the show, even auctioned off Nick's signature Cadillac. The proverbial stake had been driven into the heart of the series.

The retaliation from fans on the Internet was immediate. According to Jamie Randell, the Webmaster for the *Save Forever Knight Home Page*, at <http://members.aol.com/CuznJamiMR/SaveForeverKnight.html>, an FAQ appeared within two days and her Web site was up by the new year. "It was astonishing to watch," Randell says. "We couldn't have done it without the Internet—we couldn't have gotten organized that fast. We had the word out to the syndicated stations that the show had been canceled before TriStar did."

The effort has since grown

with an organizational level that would put the National Rifle Association to shame. With a mailing list of more than 1,000 names, several newsgroups, numerous Web sites, chat rooms and post boards on AOL (to which James Parriot, the show's creator, has posted), their efforts go way beyond just updating each other. From origami cranes (if you fold a thousand origami cranes, the Japanese legend goes, your wish will be granted) to letter chains to fax campaigns, the *Forever Knight* crew inundated TriStar and USA with pleas to revive their beloved show. After

coming to the conclusion that TriStar had forsaken them, the fans even assembled a group to travel to the National Association of Television Programming Executives conference in Las Vegas to hand out flyers and brochures. They've even raised \$9,000 through e-mail postcards. Before you comment on the concept of raising money for a television show (to quote my friend Lindsey on the issue, "Aren't there some whales that need saving, or something?"), you should know that the money went to the Pediatric AIDS Foundation, just to demonstrate that *Forever Knight* fans are both dedicated and charitable. No blood drive cracks, please.

Forever Knight fans may be the most motivated,

"DON'T CANCEL MY SHOW, YOU NETWORK S.O.B.!"

but they aren't the only devotees using the 'net to save quality programming. The announcement that *Mystery Science Theater 3000* would be canned by Comedy Central prompted a similar effort that, once again, was organized online. Though many non-wired fans also wrote in, *MST3K* is one of those shows with a disproportionate Internet following—those wisecracking, movie-slaying robots seem to draw netizens like MIT draws Trekkies, and the Web contingent of fans mobilized faster than outside forces ever could. Jamie Plummer, the Webmaster for *Save MST3K* at <http://fermi.clas.virginia.edu/~jcp9j/canceled.html>, draws similarities between their crusade and the one to save *Forever Knight*. Other than the fact that both Webmasters are named Jamie, both were caught off guard by a groundswell of support. A 19-year-old college student at University of Virginia, Plummer wasn't expecting the 30,000 hits his Web page would receive in the four months following the announcement of the show's cancellation on Dec. 4.

"I wouldn't have known what to do without the 'net," explains Plummer. "I didn't plan on any of this happening. It sort of grew from the efforts of a bunch of people, and then became something that was really organized." The Internet allowed all of the people interested in *MST3K* to find each other, and coordination from that point on was comparatively easy. But do these efforts really have an impact?

Both Plummer and Randell think so. Recent (though small) victories in the uphill battle to save the shows have given them

some hope. *Forever Knight* will be shown in reruns on the Sci-Fi Channel, and Best Brains Inc., the Minnesota-based production company that produces *Mystery Science Theater*, is actively looking for a new home for the show after renewed talks with Comedy Central fell through. At press time the show's creators were also talking Sci-Fi Network. Plummer thinks the fans' efforts played a role. "The main reason that (Comedy Central) reopened negotiations was that there was a lot of pressure from the media and the fans, and a lot of that came from the Internet," Plummer says.

But what about the networks? Do they really listen to fan initiatives? Evidently, yes. Michele Ganeless, vice president of programming at Comedy Central, says that such campaigns can cause them to reconsider their reasoning for canceling a show. "If people are passionate about something, it raises a red flag for us and makes us do a more thorough investigation," Ganeless says. "We've decided not to renew *Mystery Science Theater* as it exists right now, but we're discussing a series of specials and possible new series using the same kind of technology and the same irreverence. (The fan support) has really made us revisit the issue."

Shows have been saved before. The original *Star Trek* series was canned and then reborn after a massive letter-writing campaign. Other shows ranging from *Cagney & Lacey* to *Due South* have come back from the brink of extinction. Neither the *Forever Knight* fans nor the *MST3K* crowd are prepared to give in, and the support communities on the 'net provide reassurance that they're not alone. "We're not ready to back down so easily," Randell says. "The one advantage that we have is that TriStar expects us to go away, and we're not going to do that. We intend to keep pushing." ●

Forever Knight and *Mystery Science Theater 3000* might have the most organized efforts on the 'net, but they're not the only shows in limbo. After all, dozens of shows rise and fall every year—it's only natural that some of them would have a few devotees who know HTML. In this handy sidebar, *IU* takes a look at other shows on the fence and the attempts to rescue them on the Web.

Save *Deadly Games*

URL: <http://www.unicomp.net/users/lboyton/>

Webmaster: Robert Boynton

Broadcast on: UPN

Show Synopsis: A brilliant young scientist creates a video game with nasties similar to people in real life, but significantly more violent. A lab accident sends the bad guys into the real world, and the scientist must hunt them down.

Site quality: Low. Only character descriptions and no photos.

Show Prognosis: Even Boynton isn't too optimistic. "I guess I'm waiting for the shows that replaced it to fail."

Save *Earth2*

URL: <http://ppsa.com/ppsa/e2/e2form.html>

Webmaster: Raman Pfaff

Broadcast on: NBC

Show Synopsis: An intergalactic mission launches prematurely and crash lands on a planet inhabited by weird creatures and occasionally, an attractive member of the opposite sex.

Site quality: Very impressive. Java applets, addresses for the cast, full Netscape functionality. Oh, and audio clips too.

Show Prognosis: Not good. It's been dead for a year, and Tim Curry's moved on to *Muppet Treasure Island*.

Strange Luck: Save Our Show

URL: <http://www.unc.edu/~mystery1/>

Webmaster: mystery1@email.unc.edu

Show synopsis: As a child, Chance Harper walked away from a plane crash unscathed. Since then, he's had, um, strange luck.

Site quality: Dull, but a good primer on how to contact people.

Show prognosis: Iffy. The show hasn't been renewed, but it hasn't been officially canceled either.



"These go to 11," Nigel Tufnel, *This Is Spinal Tap*.

Infamous

11's

of the 'net

The Internet is complex, expansive and confusing. Sure, it has provided all of us here at *IU* with steady-paying jobs, but it also frustrates us to maddening ends. So, as sort of a cathartic exercise, our psychoanalysts suggested that we take out our aggressions on this mass of technology by belittling it in some way. "Break down the Internet into more manageable components," they proposed.

By the end of our session, our team of analysts came up with a treatment: they suggested that we develop a story of top tens cataloguing things about the Internet that we find both irksome and enjoyable. Of course, we immediately demanded our money back. "Bunch of shrinks," we scoffed, "top 10s have been done to death."

When you're
deconstructing
the most complicated
technology in the
world into occasionally
meaningless lists,
why settle for 10?

Then, late one night, while waiting for the most recent beta version of Netscape to download, our edgy *IU* staff gathered for a little R&R and watched a film favorite, *This Is Spinal Tap*. We just love that scene in which Nigel Tufnel (played by Christopher Guest), shows off his amplifier board. All of the dials, as Tufnel notes, go up to 11.

And then it just clicked. We could do the top 10 lists after all, but also make them new and original by having our lists go up to 11.

Well, dear reader, it worked. Our staff's collective nervousness has passed and our interest in the Internet has been revitalized. Plus, we've figured out a great way to get rid of those pesky disks (see page 57). So here they are, our 11 Top 11 Lists.

by the staff of the
Internet Underground
photo by Dave Robinson

The 11 sites that REVOLUTIONIZED the Internet*

*not in any particular order

11. Phrack

<http://www.fc.net/phrack.html>

You've probably never heard of *Phrack*. In a way, that's the point. *Phrack*, a truly underground publication, has succeeded despite its obscurity and narrow scope, offering tribute to the dedication of the hacking mind.

Started in 1985, *Phrack* ranks up there as one the longest-running electronic publications. Its digital pages are devoted to phreaking and hacking, both manifestations of the art of exploring, playing with and infiltrating telephone and computer networks. The site mentions that "During its lifetime *Phrack* has always been at the center of controversy. Since the magazine has always been openly available, it presented law enforcement officials with what they perceived to be a direct link into the secret society of computer hackers. Not truly understanding either the spirit of the magazine or the community for which it was written, federal agents and prosecutors began to target *Phrack* magazine and those affiliated with it."

Law enforcement officials are invited to read *Phrack*—as long as they register and pay a fee. The editors, however, encourage hobbyists to read the magazine *gratis*. Information should be free; that's the hacker creed.

10. DejaNews

<http://www.dejanews.com>

DejaNews proves that words sometimes *can* come back to haunt you, thanks to its virtual vaults of old Usenet posts.

That's right, all your flames, those angry rants and the stuff you wrote after a few too many beers at the terminal now sit side-by-side with your most lucid, persuasive arguments in the DejaNews archives. The creation of DejaNews alarmed many netizens, especially those who posted with the belief that their words were transient, never realizing those same words might one day be catalogued for posterity in a library searchable by name and topic.

Started in 1979 with a handful of groups, Usenet now includes more than 13,000 special interest boards for discussion on topics ranging from Unix to beer brewing to foreign policy. The language of Usenet has always had a special quality, familiar and intimate, yet still formal, even in the harshest of flames. In this time-suspended public forum, users mistakenly believe that when their posts drop out of rotation (usually after a few weeks), they are gone forever. But



Top 11 Sounds of the Internet

If you just got your sound card and speakers, put them to the test with these 11 audio treats:

11. "I bent my wookiee" from the Ralph Wiggum Page at <http://www2.umdj.edu/~yospin/rwiggum.html>

10. "Zoinks... it's the Demon Shark!"
—Shaggy from the Scottish Scooby Doo Page at <http://www.rit.edu/~skm7386/scooby.html>

9. "Conjunction Junction, what's your function?"
—from the TV Bytes TV Theme songs page <http://themes.parkhere.com/themes/schrock.html>

8. "I am Cornholio"—Beavis from <http://www.mtv.com/animation/beavbutt/beavaudio.html>

7. "Dueling Banjos"—from *Deliverance* at <http://lincoln.midcoast.com/~harr/kim2.htm>

6. "Inconceivable!"—Vizzini from *The Princess Bride* at <http://www-personal.engin.umich.edu/~cstrick/PrincessBride/sounds.html>

5. "This one goes to eleven."
—Nigel Tufnel of the band Spinal Tap at http://mindlink.net/hoto_parker/wav.html

4. "The Clinton for President Campaign Theme Song"
—from the parody Clinton for President page at <http://www.Clinton96.org>

3. "I know crazy monkey technique"—excerpt from the bizarre voice mail messages of Tsutomu Shimomura at the Takedown web site at <http://www.takedown.com>



2. "The Freshmaker"—The Mentos tag line at <http://www.panix.com/~ali>

1. "Mr. Tambourine Man" as interpreted by William Shatner at the Capt. James T. Kirk Sing-a-long Page at <http://www.ama.caltech.edu/~mrm/kirk.html>



Most Subversive People on the 'Net

"They that can give up essential liberty to obtain a little temporary safety deserve neither liberty nor safety."

— Benjamin Franklin, 1759

Some of our favorite troublemakers:

11) Phil Zimmermann,

<http://www.umsl.edu/~muns/blueribbon/61.htm>, persecuted hero of cryptography and creator of Pretty Good Privacy software.

10) Kevin Mitnick, <http://www.takedown.com>, the superhacker that people just love to catch. His kung-fu is the best.

9) The volunteer folk at Paranoia, <http://www.paranoia.com/>, who fiercely defend free speech and privacy by publishing underground info.

8) The Sucksters, <http://www.suck.com/>, writers taking on the task of taking to task crass commercialism, bad taste and creeping mediocrity.



7) Julf Hensingius, <mailto:help@anon.penet.fi>, philanthropic provider of the most popular anonymous remailing service.

6) Factsheet Five, <http://www.well.com/conf/f5/f5index2.html>, keeping the "parallel media" and alternative voices of 'zines thriving.

5) The Radical Sex Page, <http://www.fifth.mountain.com/limit.html>, putting the most extreme sex, of every persuasion, out in the public eye.

4) AdBusters, <http://192.75.242.65/adbusters/>, serving up some culture jamming and questioning the role of advertising and consumerism in our lives.



3) Steve Case, <http://www.aol.com>, responsible for luring millions of people into naughty chat rooms.

2) Curtis and Nanny Nehring Bliss, <http://www.ice.net/~nehring/index.htm>, "protecting endangered concepts and challenging memes of legality and decency."

1) Bruce Sterling, http://192.76.144.75/books/crackdown/crack_toc.html, author of *The Hacker Crackdown*, freeware literature examining law and disorder on the electronic frontier.

Top 11 Ways to Get Rich off the Internet



11. Spam newsgroups and then write a book about it.

10. Ask the people listed at this site:

<http://www.basenet.net/~ebernabe/makefast.html>

9. Start an Internet magazine mix-and-matching the following key words

Internet	World	Wired
Web	Surfer	Virtual
Cyber	Juggs	Underground
Net	Guide	The

8. Create a browser that becomes the industry standard.

7. Blackmail, blackmail, blackmail!

6. Convince Fortune 500 companies that they really need you to do HTML programming for them, even if you can't do forms.

5. Catch Kevin Mitnick, get a *New York Times* reporter to help you out and split a \$750,000 book advance.

4. Send \$5 to each of the people on this list. Then, add your name at the bottom of the list. Soon, you will receive \$800,000 in the mail!

Alex Gordon
1920 Highland Ave. #222
Lombard, IL 60148

Bill Gates
One Microsoft Way
Redmond, VA 08052.6399

John Markoff
The New York Times
229 W. 43rd St.
New York, NY 10036



3. Check out this site. <http://www.cyberland.net/reseller/#opportunity>
Make up to \$150,000 getting people online.

2. Make sure that your new operating system cripples competing online services and crashes Netscape browsers.

1. From the Web site \$Make Money\$ at
<http://www.west.net/~gc/money.htm>.

"Buy this disk with 175 business/financial reports and get FULL REPRODUCTION RIGHTS! Sell the business and financial reports individually for \$3 to \$10 each, or sell the whole disk with all 175 reports for up to \$200! The number of people 'surfing' the 'net is HUGE, and growing at approx 10% per month! Why not capitalize on the vast profit potential of 'The Internet?' THIS MONEY MAKING BUSINESS IS HOT !!! ...AND ALWAYS WILL BE!...And Simple To Do!!! Hundreds and thousands of new on-line 'surfers' start each month."

it just isn't so anymore. DejaNews currently archives posts back to March 1995 for a total of 50 gigabytes of searchable data. Maintainers of the site say they plan to expand the service further, to include the last *several years*. DejaNews has essentially transformed Usenet from a transitory corkboard into a permanent library. The possibilities are astounding; you can compile a small report on a particular topic or track an individual's postings over time. This could be used for good, perhaps to conduct research on a particular topic. It also could allow someone to use your words against you, years from now.

9. HotWired <http://www.hotwired.com>

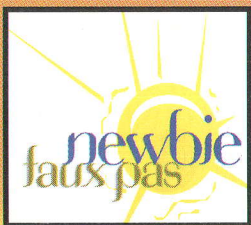
Most commercial Web sites can trace their inspiration back to HotWired, the digital cousin of *Wired*. Innovative design coupled with a then-foreign medium allowed HotWired to grab the mainstream's attention and, for many, to serve as a role model. HotWired showed budding Webmasters that people would visit sites over and over again, even though it sported a design that sometimes exceeded its content. Even now, Webmasters continue to copy HotWired's basic layout. As one of the first sites to feature display advertising, HotWired also helped usher in the commercial era of the Web. But being first only goes so far. Since the inception of HotWired, many new sites have taken its basic format and improved upon it. Plenty offer better content, many offer superior graphics. So, by the time you read this, HotWired will likely have evolved again. Expected changes include collaboration with a beefed-up version of *Suck* (<http://www.suck.com>), the acerbic e-zine started independently by two trouble making HotWired employees that was later bought by their employer. In terms of content, *Suck* itself earns a distinguished place on this list. Carl Steadman and Joey Anuff deserve credit for being among the first to illustrate how to successfully write for the Web and by creatively weaving hyperlinks into their stories.

8. Zima <http://www.zima.com/>

This site could be credited with exposing advertisers to the possibilities of creating their own content on the Web, something that causes us to shudder. Featuring a fridge packed with information explaining how to get around the Internet as well as a sales pitch for the clear alcoholic beverage, <http://www.zima.com> was arguably the first high-profile consumer site. It was also the first product to feature an e-mail address and later, a URL on its label. "It was also the first episodic content anywhere on the Internet, let alone advertising," notes G.M. O'Connell, the founder of Modem Media, the agency that created the site. People who stopped by the Zima fridge could follow the antics of a marginally likeable character named Duncan through regularly written reports on his love life.

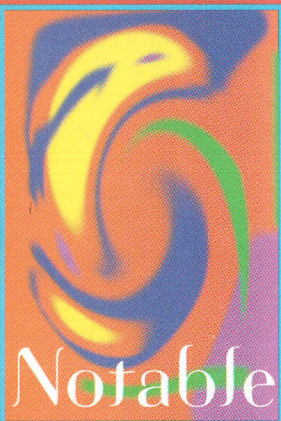
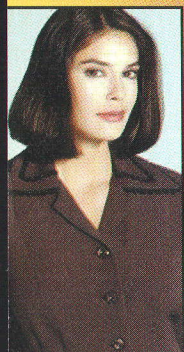
But Duncan wasn't the only attraction.

"Here was a lot of value-added informational content that was important a year-and-a-half ago. It had



Top 11 Newbie Faux Pas

11. Thinks "cool" sites are really cool
10. TYPES IN ALL CAPS
9. Goes into alt.devilbunnies looking to trade hot porno GIFs.
8. Omits the word "the" when it should be required.
Example: "I am excited to learn about Internet."
7. Subscribes to GENIE
6. Actually pays their shareware fees
5. Believes that they are anonymous when they send e-mail if they just use a vague screen name.
4. Might believe that someone in an AOL chat room really looks like Teri Hatcher.
3. Takes the 403 Forbidden notice personally.
"Gee, why am I forbidden?"
2. Asks, "Why would I need Netscape when I've got AOL?"
1. Pastes lengthy messages into e-mail replies, then simply add, "Me too!"



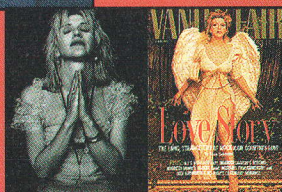
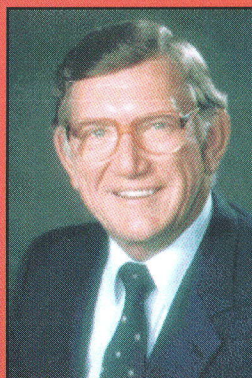
Top 11 Notable Things Ever Said About the Internet

We wanted to share quotes we thought were astute, however, that would be too genteel; we couldn't resist the opportunity to also reveal the multitudes of ridiculous statements. When people don't know much about something, they have a tendency to say stupid things about it. Congress has been doing it for years, so it's no wonder some of the more ludicrous statements can be attributed to one of its members.

11. "The information superhighway is a revolution that in years to come will transcend newspapers, radio and television as an information source. Therefore, I think this is the time to put some restrictions on it."—Nebraska Senator James Exon

10. "I am glad that we've come to a successful closing of the 'peep-show' doors to our youth. The current lawlessness on the Internet has opened a virtual Triple-X-rated bookstore in the bedrooms of every child with a computer."—*ibid.*, *PC Magazine*, Feb. 1996

9. "The Internet, that very public network of computer networks, is notorious as a playground for computer hackers and 'crackers'—those malicious types who are intent on stealing from and wrecking others' computers rather than just breaking in for fun."—Paul M. Eng, *Business Week*, October 31, 1994



a response. But the suds of this online soap started to fizzle after the novelty of taking part in a cyber version of *Melrose Place* wore off.

Kay Dangaard, senior vice president of American Cybercast Network, a branch of Fattal & Collins agency in Marina del Rey, Calif., isn't surprised that many followed the interactive format of The Spot.

"Major entertainment and communication companies were contending with the question of how to put original entertainment on the Internet. We decided to jump in, boots and all, and do it. We launched The Spot, online, and we had an immediate hit. Now there's a proliferation of episodic Web sites that have followed."

5. Cool Site of the Day <http://cool.infi.net/>

Regardless of whether you ever thought Glenn Davis was cool, you have to admit that he started a phenomenon. While working as a bulletin board manager for the ser-

vice provider InfiNet, Davis started a hobby of finding sites he liked and then showing them to his friends.

When he started Cool Site of the Day in August 1994, the Web was still in a fledgling state. "There were people who told me that I wouldn't last a month," Davis says. At first he received only a handful of hits. By the end of last year, CSotD was generating 40,000 hits daily and people were literally falling over themselves to have the former toll collector anoint their site with his golden hyper-link.

Davis has since left to start his own venture with the patently unoriginal name "Project Cool." But CSotD lives on and so does its impact; legions of netizens now decree themselves arbiters, regardless of their yardstick.

Davis also revived a trend we find continually disturbing—this

8. "Do shithheads deserve anonymity as shithheads?"—"Jackie," an anonymous a.s.b., cited from *Wired*, November 1994, in reference to Even Steven.



7. "One quarter of all images on the Internet are of women being tortured."—Ralph Reed, spokesman for the Christian Coalition, on ABC's *Nightline* (was not countered by Ted Koppel).

6. "We're convinced that what's needed is a commercial Internet that has security, privacy, reliability and instant response."—Richard S. Bodman, senior vice president, AT&T, *Business Week*, November 14, 1994.

5. "The Internet has become the electronic Hula-Hoop of the 1990s."—Warren Caragata, writer, *McLean's*, Sept. 19, 1994.

4. "The Internet is expanding at logarithmic rates. A million new users will bring a few sociopaths."—Joel Furr, Usenet moderator, *The Nation*, June 13, 1994.

3. "As in real surfing, it's tough to catch the wave right up under the curl. But when you're in the tube, you don't care what the people on the beach are saying about you."—Nick Sullivan, *Home Office Computing*, November, 1994.

2. "I would like to see the Web crack the model of commerce we have in this country—the idea that the end goal of capitalism is to create huge, monolithic companies,"—Denise Caruso, *Utne Reader*, March-April 1996.

1. "My keyboard is sticky. There's a cigarette burn on it. There's some baby applesauce on it. It's literally a sticky, fucked-up keyboard. It doesn't work," (Well, maybe not directly about the Internet, but we couldn't resist.)—Courtney Love, *Rolling Stone's Alt-rock-a-rama*, 1996.

whole "cool" business. Would someone please come up with another adjective?

5. ESPN SportsZone

<http://www.espn.sportszone.com>

The Web, once a bastion of free information, increasingly resembles cable TV. Huh? Well, with cable you pay a monthly fee for basic content; premium channels such as HBO or Disney are extra. You might be able to blame ESPN SportZone if this whole cable model takes off. SportsZone offers a lot of information for free, but it charges a monthly subscription fee for full access to the site. While company officials won't say how many subscribers they've pulled in, they note that the site's success shows that people are willing to pay for good content. As companies realize that ads alone won't pay for their sites, expect more to follow ESPN's lead. *The Wall Street Journal*, *Playboy* and *Autosite* have already moved to a two-tiered system.

4. The World Wide Web Consortium

<http://www.w3.org/pub/WWW>

No one would ever make the mistake of calling the World Wide Web Consortium a flashy site. Yet inside the plain-paper wrapping of standard grey background and default text beats the heart of the Web.

W3C is an industry consortium run by the Massachusetts Institute of Technology in collaboration with CERN, the particle physics lab in Europe where the Web was born. Their mission: Set standards and develop software for the Web, and act as the scribes and personal attendants to the new technology.

So what is the W3C busy doing? Projects include working to define and simplify ratings systems, graphics specifications, electronic payment schemes, auditing and demographics, security and multimedia. They have led the way in creating new standards for HTML. They maintain a library of Web references that gives a history of the Web as well as primers on various Internet resources. They also serve up all kinds of free Internet software, from an http server to a robotic application that can traverse the Web to their own Web browser, Arena.

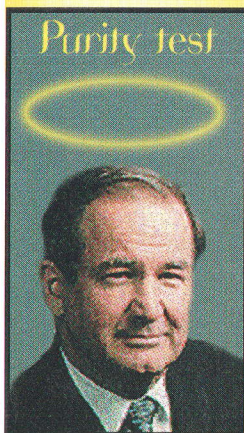
Funding for the project is provided by W3C members, and its dance card is packed with some prestigious names. You'll recognize such suitors as Apple, Microsoft, Los Alamos National Laboratory, Adobe, NEC, AOL, Digital, MCI, Sony, Netscape and scores more. Make it past their uninspiring page design and you'll find a quiet, priceless library.

3. Yahoo

<http://www.yahoo.com>

Yawn. Yep, we're profiling Yahoo. Yeah, we know. You've been there, done that. We understand that it makes you feel good to act all jaded, but don't you *dare* pretend you're too good to use Yahoo. C'mon. Everyone uses Yahoo and everyone should. We're here to tell you why.

You see, Yahoo is a paradox of trends. As more people get online and visit Yahoo on their maiden voyage, it becomes decidedly uncool for veterans to go there. Ironically, Yahoo increases in usefulness every time a newbie links to it. Why? Yahoo is designed to grow and branch out from the collective consciousness. Unlike a traditional library, where the establishment decides where books fit in the Dewey Decimal System, Yahoo is a massive project, reflecting the unusual interests of Web users and demanding its own (often bizarre) categorical structure.



Pat Buchanan's Purity Test

At birth, all of us are pure. After a good 20 or 30 years, the sheen has faded for most of us, but one group remains unsoiled: Buchanan Republicans. Are you worthy of such a select group, or are you just a godless Commie? (If so, check out our story on the Communist Party home page on page 42). Take our handy *IU* quiz and find out! Add 10 points for each of the following sites that you have visited, (or upon seeing the URL are immediately prompted to visit).

11. Marijuana Policy Page

<http://www.mpp.org/>

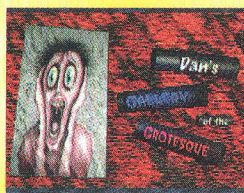
10. Homo Base: The Home Page for Gays in the Military

<http://members.aol.com/surfsdown/index.html>

(Subtract five points if you were from the military and were just on a witch hunt.)

9. The NAFTA Resource Center

<http://www.tpusa.com/menus/nafta1.html>



8. Dan's Gallery of the Grotesque

http://www.zynet.com/%7Egrotesk/html/gotg_entrance.html

7. Mother Jones Magazine

http://www.mojones.com/mother_jones/

6. Video Fun Private Spanking Pix

<http://members.aol.com/vifun/>

5. Perverted Little Jewish Kids

<http://www.skyweb.net/~cas/>

(Add an extra five points if you're both perverted and Jewish!)

4. Centre for Immigration and Multicultural Studies

<http://coombs.anu.edu.au/SpecialProj/CIMS/CIMSHomePage.html>

(Boo-hiss! Note the heathen spelling of "centre!")

3. Art Gallery of Nude Men

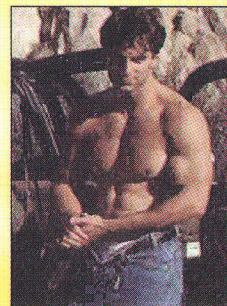
<http://djr.com/users/djr/ArtGallery.html>

2. Fight the Right Action Kit

<http://www.qrd.org/qrd/www/FTR/tblcntnt.html>

1. One of those pages with words like "sex" over and over again to fool...Lycos

<http://www.sccs.swarthmore.edu/%7EEdylan/magnet.html>



Could you hop on the bus with Pat? Let's find out!

0 points: Well done! You should be writing his convention speech.

10-30 points: Not bad. As long as you were looking at the nude men or spanking pix, and not supporting NAFTA, we'll let it slide.

35-60 points: What are you, some kind of mealy moderate? You probably don't even own a gun.

65-105: Go back to where you came from, ya pinko! WE DON'T NEED YOUR KIND!

110: Oh...sorry, Mr. President. We didn't know you read this publication.



questionable arbiters

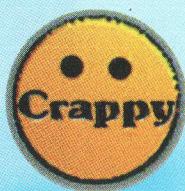
11 Most Questionable Arbiters

Despite questions as to how cool it really is, there's no denying the ego gratification of being named Cool Site of the Day. Likewise, it's hard to turn down being picked as one of the ever-burgeoning Point Top 5%. There's even some kind of perverse pleasure in being tagged by Mirsky as "Worst of the Web." But with so many judges now crowding the

'net, we decided to pick the Top 11 Questionable Arbiters. In other words, if you win one of these awards, you might think twice about displaying their icon on your page.

11. Crappy Site of the Day

<http://www.winternet.com/~crappy/>



10. The Jim Rao Fan Club

<http://www.jrfanclub.com>

9. Pirate Pete's Pick

<http://werple.mira.net.au/~lions/ppowwww.htm>



8. Canuck Site of the Day

<http://www.10q.com/canuck/>

7. Sickest Sites on the Web

<http://www.io.com/~mindglue/disgust2.html>

6. Lonster's Pick of the Litter

<http://www.schnoggo.com/pick.html>

5. America Online's What's Hot

<http://www.aol.com/hot/>

4. New Jersey Cool Site of the Week

<http://www.njweb.com/coolsite.html>

3. Dumbass of the Day

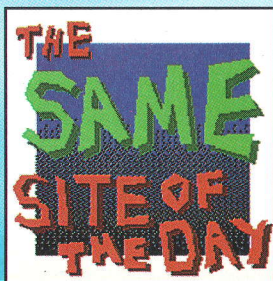
<http://www.mind.net/sage/dumbass/>

2. Anthony's Most Annoying of the Web

<http://www.cs.vassar.edu/~anschorr/annoying.html>

1. The Same Site of the Day

<http://pnx.com/falken/samesite.htm>



The site was created by two Stanford University electrical engineering graduate students, David Filo and Jerry Yang. They began the library of sites in April 1994 as a glorified hotlist. It soon became popular, and in early 1995, Marc Andreessen of Netscape invited the pair to move the database over to Netscape's servers. As the then-default directory of the world's most popular browser, Yahoo developed a built-in audience that soon catapulted into name-brand status. It wasn't long before the task of indexing sites grew into a full-time job, and the two students decided to make a living from it, officially launching Yahoo, the company. With their recent public offering, they're now rich and famous and the envy of schmoes everywhere.

The FAQ notes that "The name Yahoo! is supposed to stand for 'Yet Another Hierarchical Official Oracle' but Filo and Yang insist they selected the name because they considered themselves yahoos." We theorize that it denotes a yelp of glee, not unlike a Homer Simpson-style "Woohoo!" Karen Edwards, director of brand management for Yahoo comments, "The future of Yahoo is very dependent upon how cool or interesting the sites are that people create. If there continues to be a large volume of increasingly creative sites, then our surfer team is going to be even busier indexing sites in an intuitive, human way. Our challenge will continue to be making sense of the growing mass of content and pointing people into the right places, not just as many places as possible."

2. Netscape

<http://www.Netscape.com/>

While there may not be such a thing as a free lunch, Netscape's site is the closest the 'net has to offer. Netscape's site went online in the fall of 1994 in the dark ages of the Web. Within six months, the Netscape browser became the standard bearer on the Web, a position the company still holds almost two years later. The reason for Netscape's popularity? Primarily, the price.

"Our browser was better, more flexible and freely available. The switching costs to Netscape were low—it did all that Mosaic did, but better," says Martin Haeberli, Netscape's director of technology. Netscape has maintained its leading position through constant innovation. Version 2.0 incorporated tables, java applets, Shockwave and a host of plug-ins. The company's unique strategy can be felt throughout the Web where new programs (RealAudio, Shockwave) or ones that previously cost money (QuickTime), also are given away free for the download. Many 'net pundits question how long Netscape will be able to keep its position as lord of the Web, especially with Bill Gates threatening to take it over. Haeberli remains confident. "We set the pace and we will continue to set the pace," he says.

1. Electronic Frontier Foundation

<http://www.eff.org>

The Electronic Frontier Foundation is kind of like Amnesty International or the American Civil Liberties Union. You don't pay much attention to them—until you're jailed in some hellhole with a crust of bread and no water or some small-town official says you can't hold your feminist rally on public property.

Similarly, in the wild new frontier of the Internet, you might not give the EFF a second thought—until you realize that the government is proposing to hold the key to your encrypted communications, and on top of that, they don't want to hear *any* more dirty language. The EFF, however, has had a higher profile in recent months as it lobbied against the Communications Decency Act and launched the ensuing Blue Ribbon Campaign.

The EFF, founded in 1990, serves the public good primarily through their newsletter and their Action Alerts that describe threats to online freedom and educate through publishing the case history, judicial rulings, press clippings and linking to relevant Web sites. Their concerns are preserving free speech and the right to cryptography and privacy. The EFF was the first organization that realized that freedom of online speech would one day be subject to scrutiny and endangered—a scary vision that proved to be true. ●

The Official IU Happy, Fun Spam Disk Contest!

Come up with a great use for those extra disks and get your name on the IU masthead! By now you've been spammed with a few dozen of those free disks from AOL, CompuServe, Prodigy, Total Access, Concentric and the like. The companies package them with Internet magazines, send them by mail and even hawk them with peanuts on B-level airlines (see page 15). It's clear that there's just no way to avoid such bombardment. So, in the spirit of recycling, we've decided to encourage our good readers to find alternative uses for the disks and their covers. Here we've outlined our...

Top 11 Suggested Uses for Spam Disks.

11. "SOS" signal for low-flying airplanes when stranded on a desert island (or in Lombard, Ill.)

10. Coasters

9. Tape a dozen packages together at their bottoms with good, solid packing tape. Then carefully take out the disks, replace with your favorite CDs for handy, portable case to keep in car or to take to the beach.

8. Small evening clutch. Or attach a long string for a small purse. Perfect for a couple of credit cards, some cash and a comb. Makes a great CyberChic look that says, "I'm wired!"

7. Give them to Martha Stewart for the next time she retiles her pool.

6. Keep 'em in the trunk for extra traction in the snow*

5. Incense holder—Put the end of the incense into one of the little holes at the end and then prop it up for balance.

3. Tape to a pica ruler for a very serious fly swatter.

3. Deadly throwing stars

2. Poker chips ("I'll see your CompuServe and up you an InterRamp...")

1. Make a fashion statement by linking them together for a stylish dress, in homage to the fab Gold American Express version worn to the Oscars in 1995 by designer Lizzie Gardiner. It's a look that says, "Hey, why are there so many of these disks everywhere? Why am I wearing them?"

Think you can come up with something better?

That's what this contest is all about. Here are the guidelines.

- 1) Entries must be received by June 15, 1996. All suggested uses should be accompanied by either a photo or detailed, schematic drawing of the intended use. An explanation of the submission should be included with the photo or illustration, submitted via e-mail to iu@mcs.net or by mail to IU Contest, 1920 Highland Ave., Lombard IL 60148.
- 2) Entries will be judged on the following criteria: Creativity, unusual problem solving, effort, design, originality and the practicality of actually using the item.
- 3) Disks may be cut to facilitate the project. They may be taken out of cardboard holders, which, in turn may be used with or without the disk or CDs intact.
- 4) The entries will be judged by democratic vote of the IU staff.
- 5) No more than three individuals may submit a single entry.
- 6) Winners will be posted July 1, 1996, on IU's Web site, [underground online at http://www.underground-online.com](http://www.underground-online.com)
- 7) The IU staff reserves the right to refuse any entry if it is deemed inappropriate or offensive. (Keep it clean, kids!) Questions? Write iu@mcs.net

What can you win? Sorry, we spent all our cash on the dress. So, here's what we can offer:

Grand Prize: Coveted Masthead Mention
Large IU Box O' Stuff
1-year subscription to IU



THE INFAMOUS IU BOX O' STUFF

First, Second and Third Place
Smaller Box O' Stuff
1-year subscription

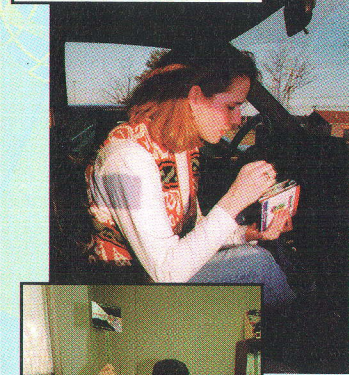
Our grand prize winner will be added to the *Internet Underground* masthead (the place where all the staffers' names are listed) for three months, under the title "Contest Winner." That's right, you'll be an unofficial member of the IU team for three whole months! Show it to your friends, family and potential dates—they'll be impressed!

All of our winners will receive a Box O' Stuff from the IU offices. In this fabulous bounty, you'll receive a collection of books we've reviewed (or chose not to review based on their inherent dullness), a copy of CD-ROM games we've stolen from a sister publication, promotional items from Internet companies (see IU #4) and many other, probably useless items. Plus, you'll receive a 1-year subscription! (Current subscribers will simply receive an additional year's worth of magazines). Can your heart stand it! Enter now!

Bonus! Kids love legal stuff in small type! Here's a bunch of it!

Contest Rules:

1. No Purchase Necessary: To enter, e-mail to iu@mcs.net or mail a standard size postcard containing name, address and phone number with a photograph of your most unique uses for disks to "IU Spam Disk Contest", Internet Underground, 1920 Highland Avenue, 2nd floor, Lombard, Illinois 60148. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by June 15, 1996. All entries become exclusive property of Sendai Publishing Group, Inc. and will not be acknowledged or returned. Sendai Publishing Group, Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. Only one prize per family, organization, or household.
2. Prize: 1 Grand Prize: Grand Prize winner will receive a one-year subscription to Internet Underground, one (1) large Internet Underground Box O' Stuff which contains various items, and a three (3) month mention in the Internet Underground Masthead. Grand Prize has an approximate retail value of \$400. 1 First Prize: First Prize winner will receive a one year subscription of Internet Underground, and one (1) large Internet Underground Box O' Stuff which contains various items. First prize has an approximate retail value of \$150. 1 Second Prize: Second Prize winner will receive a one year subscription of Internet Underground, and one (1) small Internet Underground Box O' Stuff which contains various items. Second prize has an approximate retail value of \$100. 1 Third Prize: Third Prize winner will receive a one year subscription of Internet Underground, and one (1) small Internet Underground Box O' Stuff which contains various items. Third prize has an approximate retail value of \$100. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Originality (30%); (ii) Effort (30%); (iii) Possibility of Use (10%); (iv) Design (10%); (v) Creativity (10%); and (vi) Problem Solving (10%). Judging to be held on or about July 1, 1996. All prize(s) will be awarded. Prize winner will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsor should the featured prize(s) become unavailable.
3. Odds of Winning: The odds of winning will be determined by number of valid entries received.
4. Eligibility: Sweepstakes open to residents of United States and Canada only. Void in Rhode Island and Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agrees to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Sendai Publishing Group, Inc. and its respective affiliates are not eligible. Neither Sendai Publishing Group, Inc., nor its affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. Winner accepting prize(s) agree that all prize(s) are awarded on the condition that Sendai Publishing Group Inc., and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prize(s). Winner further acknowledges that Sendai Publishing Group, Inc. has neither made nor are in any manner responsible or liable for any warranty, representation, or guarantee express or implied, in fact or in law, relative to any prize, including but not limited to its quality, mechanical condition or fitness.
5. Winners List: For a list of winners, send a stamped, self-addressed envelope to "IU Spam Disk Contest" Winners, 1920 Highland Ave., 2nd Floor, Lombard, IL 60148. Requests for winners lists must be received by July 30, 1996. Allow 4 weeks for delivery of winners list.
6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.
7. Sponsors: This contest is solely sponsored by Sendai Publishing Group, Inc. Internet Underground is a trademark of Sendai Publishing Group, Inc. © 1996 Sendai Publishing Group, Inc. All Rights Reserved. Printed in U.S.A.



Dan Kreft may
not score much
on the floor, but
off the court this
7-foot center
heads for...

by Alex Gordon

Last season, center Dan Kreft attracted scant attention for his moves on the court. In his final season, the Northwestern University senior averaged 2.8 points, 2.2 rebounds and 11 minutes per game for the 7-20 Wildcats.

Instead, it was Kreft's intimate behind-the-scenes chronicle of his last season at his Web site at <http://www.Kreft.net/> that landed him in the spotlight. His Web site comments put the seven-footer in the middle of a controversy and initiated skepticism about NU head coach Ricky Byrdsong's control over the basketball program. The commotion prompted Kreft to publicly apologize to his coach and raised questions about whether the NCAA will continue to allow athletes to keep personal Web pages.

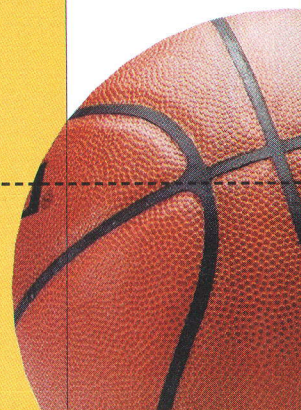
Kreft is the first, and at press time, the only Division I college basketball player to build his own home page. While Kreft's hoops skills can be described as ordinary at best, his site is anything but. Titled "Kollege Sucks" in a nod to Beavis and Butt-head (who he says figure prominently in his life), the electrical engineering major put together a sophisticated page utilizing all the bells

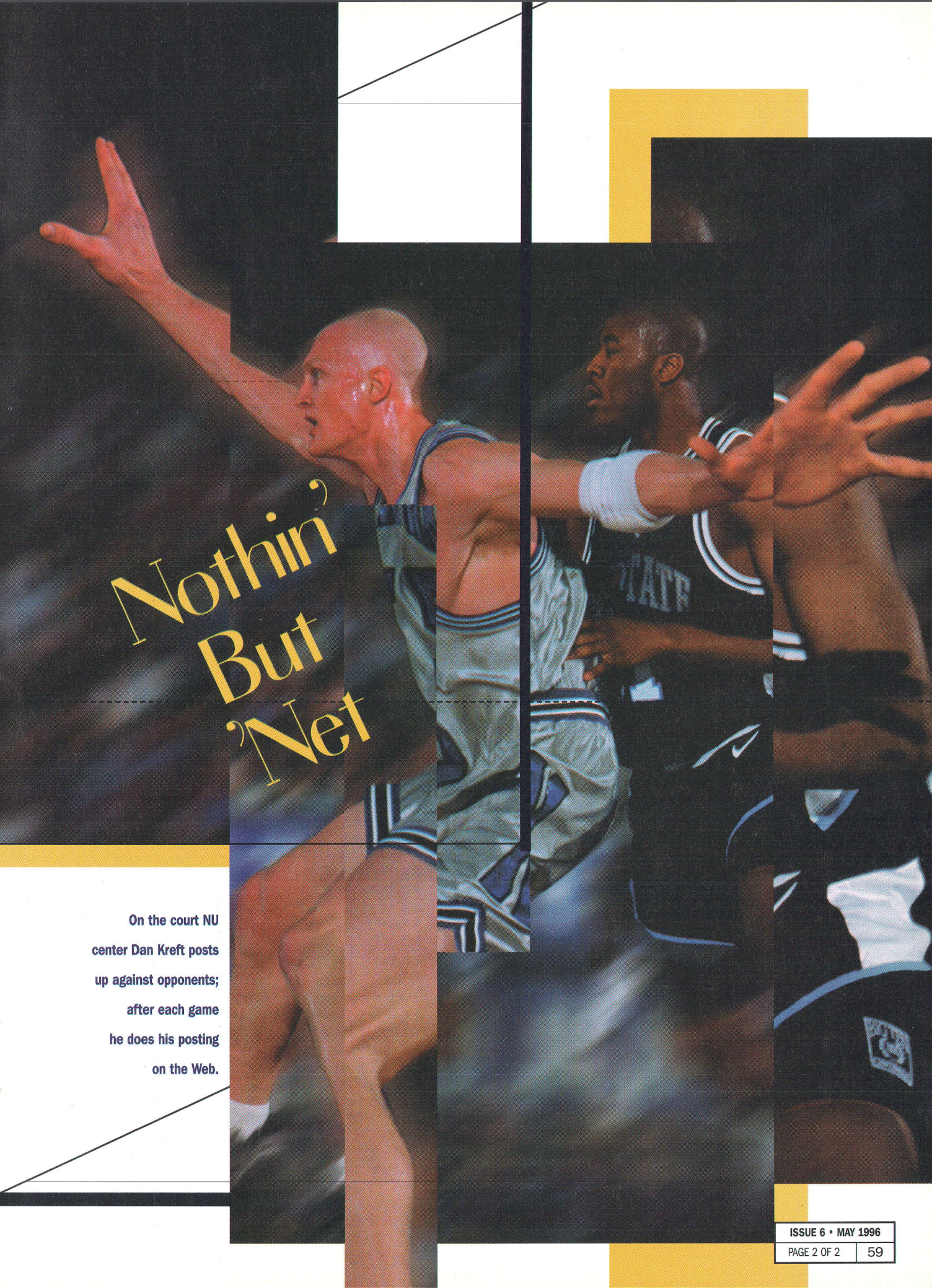
and whistles of Netscape extensions, from frames to Java applets.

"I always promised myself that I would never do a site without thinking up a new angle, something interesting or bizarre. Not just another page that says, 'Hi, my name is Dan,'" Kreft says, "The Web is littered with those kind of pages." He decided his unique niche would be to describe the life of a scholarship athlete. "I decided I would tell them what it's like on the inside."

"Big Dan in the Big Ten" turned out to be an insightful and intriguing chronicle of the intimate details of life as a player on a high-profile college team. Following every game, Kreft posted a report detailing his triumphs and frustrations in a manner that was both forthright and honest. Some people, however, believe he may have been too honest.

In February, the *Chicago Sun-Times* published a story about the site, complete with excerpts of some of the





Notin' But 'Net

On the court NU
center Dan Kreft posts
up against opponents;
after each game
he does his posting
on the Web.

tastier online comments. That same week, the paper's acerbic sports columnist, Jay Mariotti, used Kreft's comments as evidence that the NU program was "out of control." Mariotti then went on to call for the dismissal of Northwestern's head coach, Ricky Byrdsong. The paper's stories set off a mini-maelstrom, compelling Kreft to post an open letter to the media at the site, defending his actions and apologizing to his coach.

"My words were completely misconstrued," says Kreft, exasperated by the column. Mariotti focused on two separate incidents that occurred three months apart. In the first, a freshman's camera was stolen during a jaunt to Mexico while the team was on a road trip to San Diego State. The second matter was Kreft's comment that he found the coach's son "annoying" for pestering him while he tried to nap at an airport. "The staff saw the articles and people were asking 'Why'd you give him (Kreft) a scholarship?' Everyone was feeling a lot of heat," Kreft says.

In light of other incidents that took place this past season, it's hard to read Kreft's accounts and conclude that the NU program is anywhere close to being "out of control." For example, over the course of this past season: Maryland's Duane Simpkins used a check from a former coach to pay \$2,000 in parking tickets, Villanova star Kerry Kittles racked up more than

\$3,000 in calling card charges on a university phone card and five University of Michigan players flipped their car at 5 a.m. after taking a recruit to Detroit for some parties. In both his open letter and in conversations, Kreft goes out of his way to praise Coach Byrdsong. Likewise, the coach has called Kreft gifted, sophisticated and a "computer genius."

"Big Dan in the Big Ten" also attracted the attention of editors at *Sports Illustrated*, who asked Kreft to adapt his work for a feature article in the magazine. The NCAA stepped in, however, and said that if he wrote the article, he would violate his eligibility: Instead, *SI* ran a piece in March, criticizing the NCAA for the double standard in college athletics that allows coaches to make millions with shoe contracts and talk shows, but then wouldn't let a player write a magazine article.

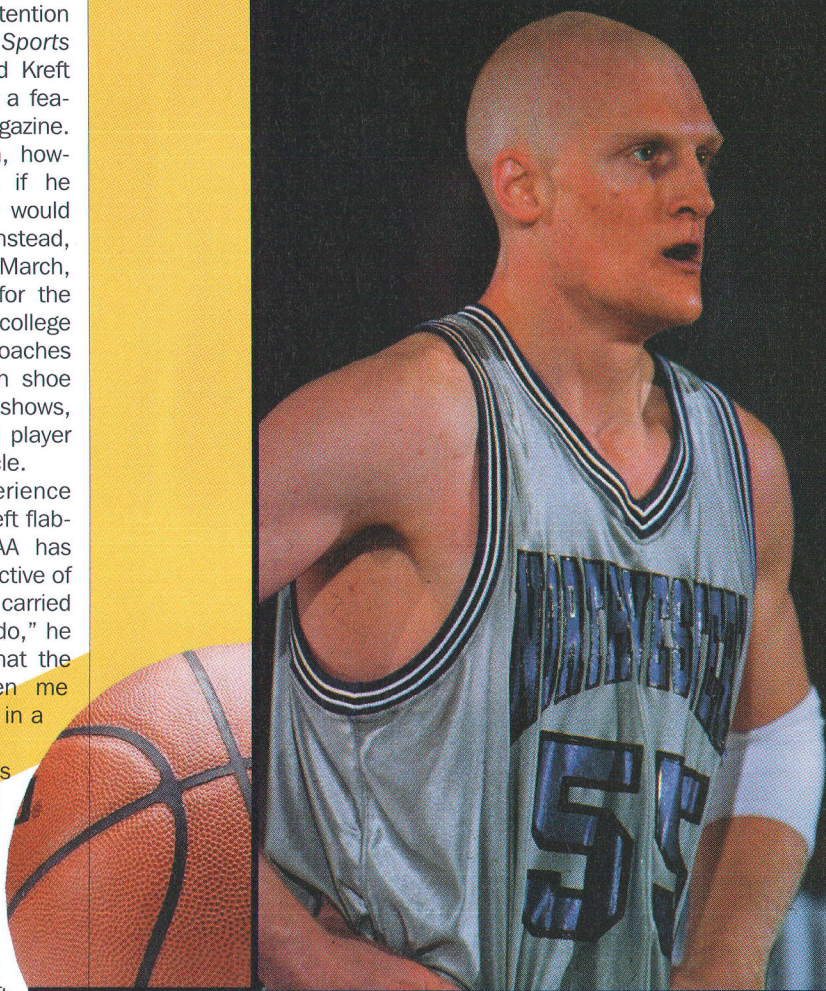
The entire experience with the NCAA left Kreft flabbergasted. "The NCAA has been a little overprotective of the athletes, they get carried away with what they do," he says. "I don't see what the difference is between me writing on the Web or in a magazine."

Kreft anticipates that the NCAA will look into forbidding players from having Web pages. "I hope that they try to make something big of this because I would fight it tooth and nail," Kreft says, "I would consider it a violation of the First Amendment."

For their part, an NCAA spokesperson says the body has no immediate plans to ban players from having Web pages, as long as the sites do not hold any commercial sponsorship.

With Kreft graduating the issue may be a moot point.

His college career over, Kreft will try out for the NBA this summer. He vows to keep netizens informed about life in the pros.



Kreft says he doesn't see many of his fellow players rushing out to set up sites. "Most of my teammates couldn't turn on a computer to save their lives," Kreft says, laughing. Only one opponent, Michigan State forward Steve Polonowski, has ever talked to Kreft about his site.

After the season ended, Kreft went to work part-time

as a Web designer for an Evanston-based Internet services firm.

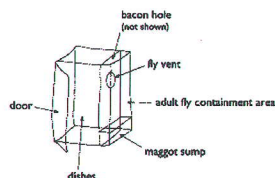
But before he settles down in the real world, Kreft has a little more hoop left to shoot. He was invited to try out for the Chicago Bulls this summer—a seven-footer, no matter how skilled, always deserves a look. ●

International Virtual Conference On Mad Science

For those practitioners of mad science, Thomas Edison's famous quotation might more aptly describe their endeavors if altered to "Innovation is 2 percent perspiration and 98 percent inspiration."

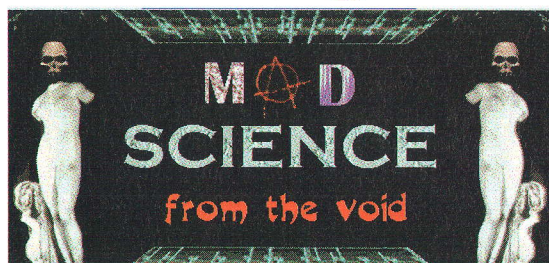
Yes, contemporary mad scientists, like the renowned illuminati who preceded them (Drs. Jekyll, Frankenstein and Doolittle), eschew method, experimentation and logic intrinsic to so-called "real science" in favor of inspiration and speculation. Unfortunately, there's little or no forum for the mad scientist's work in modern day academia. That is, until now.

Paul Schleifer, 29, and his cohorts Dan Hanley and Ross McNaughton, PhD students "based in a secret government research center somewhere in the entrails of London," recently launched the Mad Science home page at <http://www.fttech.net/~madsite/>. The site is a safe haven for rejected scientific papers and their similarly repudiated authors who need refuge from the nay-saying of their peers. Currently, 33 papers have been published on the site, including farcical essays on



IN THE MAD SCIENCE LAB, YOU'LL FIND SUPER GENIUS PAUL SCHLEIFER AND COHORTS BUSY ALTERING THE FABRIC OF TIME AND SPACE. OR SOMETHING.

A closer look at this month's #1 site SPOTLIGHT



"Breeding Flies for Health and Happiness," "Things Man Was Not Meant To Know In the Biblical Sense," and "The Meaning Of The Concept 'Ultimate' In The Phrase 'Ultimate Weapon.'"

The site will also become home to the very first International Virtual Conference on Mad Science (IVCMS) to be held online June 24. Sound mad? Perhaps, but as Schleifer explains, "The World Wide Web provides an unprecedented opportunity to host an event that is as interactive as a real conference without the usual overheads of having to find funds, a castle, cyclotrons, pure women and cadavers."

To date, the site has attracted a surprising number of submissions for the conference, far beyond the hosts' expectations. Of those essays submitted, a majority fall beyond what Schleifer calls "the scope of conventional sci-

Paul Schleifer BSc MSc GIBiol



The portrait of a blinking idiot. Shakespeare (The Merchant of Venice)
schleip@sbu.ac.uk



ence and good taste." He thinks that's a fine thing, but the convention curator admits that he receives the greatest kick out of essays written by "real scientists" discussing issues near the fringe of their discipline. Some of Schleifer's favorites: "The Practicalities of Photosynthesis in Humans," "FTL Using Exotic Matter" and "On Minimal Increment Re-Writes," all papers that he finds to be "chillingly close to the truth."

As for the popularity of the site and the flood of papers that have been rolling in over the past few months, Schleifer suggests, "Many are attracted by the bizarre nature of mad science. You need only glance at a handful of home pages to realize that the expression of eccentricity is a great motivation for those with a search for knowledge. Mad science not only provides a structure for this desire to be odd, but also comes with a rich history of literature and cinema." Pondering the phenomenon a moment longer, he changes his mind and blurts out, "Most, I suspect, are motivated by what I myself am motivated by...The Truth!"

What truths are the page's authors presently in search of? Schleifer says he's been tampering with the fabric of time while Hanley has been busying himself with constructing a universe. As for McNaughton, Schleifer isn't quite sure what he's up to these days, but guesses that his colleague is performing self-exploratory surgery to discover whether or not he's an extraterrestrial. Oh, and Schleifer also says he's been planning to unleash an outbreak of

MAD SCIENCE PROVIDES A STRUCTURE FOR THE DESIRE TO BE ODD

Mad Lentil Disease "to wipe the smug smiles off of all those vegetarians."

Collaboratively, Schleifer says the three will begin work on next year's conference so that other mad scientists who may have missed the opportunity to submit an essay this year (the deadline passed this April), may eventually have their deserved recognition. "[Unless of course] a butterfly flapping its wings in Bavaria brings down an alien spacecraft that will turn the world of rational science on its head." In which case, asks Schleifer, "whither Mad Science?"

DON'T
PANIC!

THE



IU picks up a hitchhiker on the way to Alpha Centuri



WITH

NET

Driven by the "laws of probability," or improbability as it were, Hitchhiker's Guide to the Galaxy author, Douglas Noel Adams, 44, has moved from a job working as a bodyguard for an Arab royal family, to writing his own best-selling trilogy, to guest guitarist for rock legends Pink Floyd.

What's next on the UK phenom's unusual itinerary? Fortunately for 'net users, Adams is presently hard at work on an official Hitchhiker's Guide to the Galaxy Web site about which he's rather closed-mouthed, although he does expect it up and running by Winter '96. Also in development for Douglas in the year ahead is a television documentary series on evolution and another chronicling the adventures of Dirk Gently and his holistic detective agency, and (possibly) the filming of a silver screen version of Hitchhiker, to which Ghostbusters director and

Internet Underground: Currently, you're adapting some of your own work for the online world. What do you think of the Internet right now as an entertainment medium?

Douglas Noel Adams: I think the Web is something we haven't understood yet, and we're not using it properly. Whenever any new medium arrives, people bring old models with them. We're all familiar with how the film industry started, people just sort of put on stage plays and stuck a camera in front of it. I feel that in the last 10 years, we've all been encouraged to get wildly excited about desktop publishing. I think it should be a medium through which you are able to get much more information assembled on the fly.

I think that just wandering through endless brushes after a while gets to be a little less rewarding. Which is not being negative about the Web, but I think it's just saying that we haven't got it right yet. When telephones first started in this country, it was assumed that what we'd use them for was listening to concerts from the Albert Hall. And when that didn't work out too well, everyone said, 'Oh well, that's it for the telephone.'

IU: And clearly multimedia entertainment has taken off. When did you become involved with multimedia?

DNA: It's funny, the most fun I've ever had in my professional career was actually doing the radio series of *Hitchhiker* many, many years ago. At that point we were a little team of people producing it. We were inventing all kinds of new production techniques as we went along. Radio hadn't been made that way before. I really, really enjoyed that. I enjoyed going into television rather less. Then I had fun putting on a stage pro-

ducer. Most people dread management; he's very excited by management. But essentially, he's assembled a terrific team, including people from the world of publishing, television and online. So we kind of cover all the bases. We call ourselves very specifically, and note the additional syllable, a 'multiple media' company. That's because multimedia is just one media. Most people in multimedia come from, largely speaking, (the) technology field. They form companies and don't necessarily have any background in print or text or television or whatever. It's funny because the television companies and the publishing companies all are saying, 'Oh we've got to get into CD-ROMs. Let's hire in someone who knows something about CD-ROMs and hope that they solve that problem for us.' But life isn't like that. So the way we're set up is to cover all of these bases, television, online, CD-ROM and so on.

IU: I've heard you're also

DOUGLAS ADAMS

producer Ivan Reitman owns the rights. So without further ado, welcome the galaxy's most traveled hitchhiker as he joins IU to discuss his undying passion for Macs, his unrealized dream of rock stardom, and his work with the "multiple media" company, The Digital Village. And, of course, his impressions on the meaning of life, the universe and the Internet.

duction and a novel based on it. Then the novel kind of hijacked my burgeoning multimedia career at that point because it was such a success that it meant that the next thing I had to do quite clearly was write another novel. And so it went. So really I've been sort of a frustrated multimedia author struggling to get out.

IU: You're co-founder of a new multimedia company titled The Digital Village (TDV) that's primarily involved with more computer/new technology-based entertainment. How and why did this corporation come together?

DNA: The prime founder is a great friend of mine named Robbie Stamp whose background is as a television documentary producer who, unlike virtually anybody I've ever met, has actually had a yen to be a

constructing a Web site? Is it up yet?

DNA: No, it's not up yet. One of the things we had to resolve for ourselves early on is do we go for a small Web site early, or do we hit the ground running with something quite well developed? We decided to take that latter route. So I can't say at the moment when it will be up, but we hope it will be something that will be pretty

strong by the time it goes up.
I hope it will be this year.

IU: What kind of content will be on the site?

DNA: I don't want to give away too much at the moment, but I would say that any successful Web site is going to combine two things. One is strong individual content of its own and the other is good navigational links and directory services to the rest of the Web. Anybody who can help solve the problem of how you find the good stuff and how you find interesting stuff, stuff that is useful and particular to you will certainly be a great boon to the world. You may be surprised and astonished to hear that we will be calling our directory service *The Hitchhiker's Guide to the Internet*. [laughs] I know other people have appropriated that name but they're going to have to give it back now.

IU: I'm sure you'll publish some of your own work on the Web site.

DNA: Oh, very much so. At this point I don't want to say that it will specifically have this or that. But my inclination is, if in doubt, put it up.

IU: What other multiple media projects are you currently involved with?

DNA: There's a thing I'm working on right at the moment. It will be an original work of fiction that will actually originate as a CD-ROM. And that's kind of a pointed principle for me. Anybody can take a book and turn it into a CD-ROM. But, of course, a book is linear, and you'll produce rather linear CD-ROMs as a consequence. The CD-ROM that we're in the early stages of developing will be something that draws its first breath as a CD-ROM.

IU: Any other projects Adams fans can look forward to?

DNA: Yes, there's a book that I'm terribly, terribly late on at the moment and everybody's getting fed up, including me. And to be honest, it has gone on to the backburner because of all of the Digital Village projects. It'll move forward to the front burner, but it's a book that, so far, has gone through too many versions and I was just sort of losing sight of what I was doing. It may well be that that one even stays on the backburner and that I'll just sit down and simply write a completely different book because you can work on the same thing for too long.

IU: At the alt.fan.douglas-adams FAQ, it's said that you often look for ways to procrastinate when working on new projects. Do you spend much time on the Web, looking for ways to waste time?

DNA: I try not to do much aimless surfing around on the Web, but I use it a lot. If you're as busy as we are at the moment in setting up a company, then there's an awful lot of information just about other companies out there that might have useful resources or useful partnerships, or software.

IU: Speaking of partnerships, word has it that you're developing products for Apple first and Windows second. In light of the difficulties and your apparent taste for Macintoshes, has anything changed with your development plans, and would you please consider taking over the company yourself?

DNA: [laughs] No, I don't think so. I'm watching with interest. For people who love Macintoshes, it has been a very frustrating time. But we've announced our technology partnership with Apple and people sort of said, 'Why with Apple, they're in trouble?' Well, yeah maybe they are in trouble. But first of all, I have every expectation that they will survive this particular twisty-turn as they have survived earlier twisty-turns. But also, we are a development company and we want to develop using the best technology, and Apple is clearly the best technology. The world needs Apple.

IU: You say 'the world needs Apple,' but clearly the Internet is very America-centric. Does this bother you, and are Americans as rude on the Internet as they are in person?

DNA: At the moment, obviously, most of the people on the Web are American. But I very much hope that if the whole world comes online that cultural diversity will actually thrive because everything will be equally present. I hope that doesn't turn out to be a false hope, but I think there's every reason to be optimistic and certainly proactive in encouraging cultural diversity.

IU: By the way, in regard to the alt.fan.douglas-adams FAQ I just mentioned, do you read it or any other Douglas Adams newsgroups on the 'net?

DNA: When I first discovered them I used to sort of read it quite a lot, but I haven't so much as of late. I'll tell you why. I think once we set up our Web site here it will become more of an issue, but the thing was that I would read something and reply to give somebody

some information, answer a question or whatever. Then, in an incredibly short time that information would become so garbled—you'd see people passing it around to each other.

So I would then have to intervene and say 'no, no, no, that isn't what I said, it's this other thing.' Because there is no persistency on the newsgroups, you just get chinese whispers happening at an extraordinary rate. So what I'll do when we have our Web site set up, is kind of interact with the newsgroups a little bit. I'll answer stuff on the Web site so that it stays there, the correct information.

IU: You must receive an enormous amount of e-mail from fans. Do you respond to all of the letters sent to you?

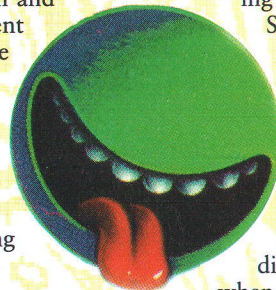
DNA: I try to reply but I have to admit that I don't reply to everything. Sometimes you get a lot of kooky letters from people, and you look through for some particular question they're asking that you can answer simply. And there isn't one, so I say, 'oh well,' and move on to the next.

IU: Are you surprised by the number of sites devoted to you on the Internet?

DNA: I guess there's sort of a strong crossover between people who might enjoy my books, and people who use the Web. I don't know what that says about any of us, but there certainly does seem to be a strong crossover.

IU: Before I let you go, I'm just curious, what does Douglas Adams do when he's not writing or not surfing the Internet?

DNA: Play the guitar. I play with my daughter. One of my still to be realized ambitions is that I do want to be a rock star, and I feel that I'm now nearly old enough. ●



>FAQ

Name (real or screen): David DeLaney
Age: 31
Gender: Male
City: Knoxville, TN
e-mail address: dbd@panacea.phys.utk.edu

Each month, we profile people who oversee newsgroups or take on the normally thankless task of compiling Frequently Asked Question files. We do so through a list of standard questions, hence the name FAQ. (Ha!) This month, we looked at the net.legends FAQ, one of the first (and few) FAQs created without an accompanying group. You can find the FAQ in the archive at <http://www.cis.ohio-state.edu/hypertext/faq/usenet/FAQ-List.html> by searching on the word "legends."

>How did you get involved with it?

I got involved with the FAQ in late 1993, after someone said once too often on alt.folklore.computers "Who was McElwaine, anyway, and why should I know about him?" and someone else (Bill van Horne) volunteered to put together the FAQ and the group promptly drowned under a thread titled "Call for Loons"...

UTKnoxville in a computer lab in third floor Physics, and is relatively neat.

>What do people do that make you mad (while online)

Spam. That's about it. Oh, and junk-mail my mailbox. Don't feel bad, you had no way of knowing.

>Why is the FAQ important?

As the Intro states, the collective memory of Usenet started off at about 15 minutes and is growing shorter all the time, and someone needs to chronicle its mythologies and legends...

>Do you have a day job?

At present, I have no steady "day job." I have an evening job at Subway, plus temp work for Cobble or Randstad.

>What do you think is the most common thing people misunderstand about the FAQ?

The most common misunderstanding about the FAQ is that it's not a FAQ about kooks or loons—it's a FAQ about people who got severely noticed in various places. Many of them were strange, some were helpful and a couple got in on sheer good works.

>What's the oddest thing to be addressed in the FAQ?

Um. That's a loaded question if I ever ran across one. Perhaps the oddest thing in it was Serdar Argic...

>What's the strangest thing (or couple of things) that you've seen online?

Probably the shortest quotable one is one of the various .sigs I've saved up...The most applicable one would probably be from bweiner@electron.rutgers.edu (BenWeiner), which read: "I've seen things you people wouldn't believe. 'Hasan B. Mutlu' in flames on rec.food.cooking. I watched Time turning to Mass in the dark near the McElwaine Gate. All these moments will be lost in time, like tears in rain. Time to log out."

I've also got a lovely limerick in punctuation:

```
<>!*"#  
^@$$-  
!*$ _  
%*<#4  
&)./  
{~SYSTEM HALTED
```

>Describe your computer area

My computer is in my bedroom. "Messy" is an adequate description, closely followed by "97 percent non-book-free." The computer I usually post from, however, is at

>What are you wearing?

Red plaid flannel shirt, watch, glasses, stone-color pants, elfboots for snow.

>What's your favorite thing to munch on when you surf?

I generally don't eat or drink while I net; eating tends to get crumbs in the keyboard, while drinking carries with it the ever-present threat of Coffee Suddenly Spewed Over Console...

>What are some of your favorite postings?

I have way too many to count. Check the minifaqs link on my home page. I guess I'd put the Usenet Olympics, plus much of the stuff from Kibology, up there in the top 100.

>What are your favorite places to hang out on the 'net?

Generally I read alt.fan.warlord, alt.religion.kibology, and rec.games.trading-cards.magic.rules these days...

>Do you ever cut people from the FAQ?

People can get kicked out of the FAQ for proving to be insufficiently interesting after all, especially because the general weirdness level on Usenet is increasing with the population...

>Are you a dog person or a cat person?

Cat.

>Where do you think the Internet is going and how will it affect society?

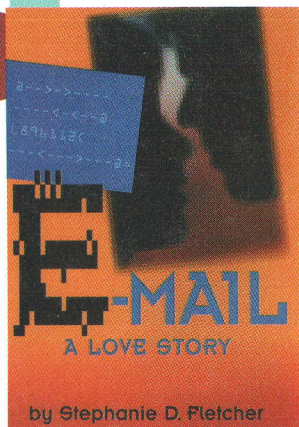
It's going to get Bigger. It's also going to become Everyday, sometime very soon, and become a part of Daily Life for most Americans. It'll affect society greatly, but it's not really predictable how at the moment, mainly because almost anything about the future is rather unpredictable at the moment. (Think back to your position in 1986. Compare it to today. Extrapolate rationally, taking exponential growth into account, especially among computer hardware...)

>What would people be surprised to find out about you?

That I'm working for \$5-\$6 an hour instead of using my Physics doctorate. ●

E-MAIL: A Love Story revolves around the story of Katherine, a forty-something "domestic goddess," turning to a BBS for some amusement while she recovers from a cold. Soon she stumbles into the "Adult Topics" section, and after a few prissy rebukes to would-be suitors, she begins to surrender to feelings of passion for a man in another state. Eventually she acquires another suitor, and the strain of juggling an online love triangle with her actual marriage starts to take its toll.

The book tackles the challenge of presenting complex relationships over a long period of time without any narration. Real-life events, such as phone calls between the BBS regulars, are alluded to in e-mail. This is performed well, but one limitation of the book form is that e-mail



E-MAIL: A LOVE STORY
BY STEPHANIE FLETCHER
DONALD I. FINE BOOKS
\$21.95

appears uncharacteristically linear, with participants carefully writing logical responses in alternating fashion. Also, the tone of the e-mails from different characters is disappointingly similar, with none of the flavor and tang of real-life writers' slang and diction. The infrequent sex scenes in *E-MAIL* can only be described as bizarre. The frolicking BBSers use many weird analogies to spell out their fantasy lives, and can be quite explicit in their frustration at being alone in front of a monitor.

Internet devotees may find some of the book's philosophical posturing annoying. The scenarios depicted examine some interesting issues, such as the question of at what point correspondence becomes infidelity, the impulse to confess secrets to strangers, and the idea of Internet addiction. The characters do make friends and connections that they never would in real life, and help each other through such problems as loneliness, menopause, spousal abuse, weight problems and more. The overriding theme that the virtual life is inferior to "real" life will be unacceptable to any true online junkie. Use this book as a primer for sociological issues, but not as a bedtime story.

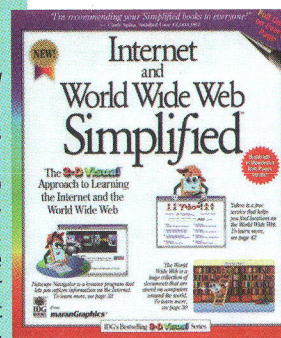
—Sarah Ellerman

At first glance, *Internet and World Wide Web Simplified* from the 3-D visual series produced by IDG Books, appears to be a really hip book for kids, with full-color graphic explosion. Since I'm kind of kid-like and always looking for some juvenile amusement and sophomoric stimulation in one form or another, I read it.

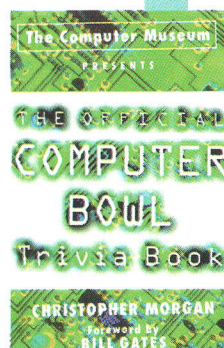
Surprisingly, the book isn't just creatively presented. It also contains practical information, explaining the Internet and all of its portals and pathways. Animated diskette characters guide you through a tour of the origins of the 'net, stopping to explain everything from newsgroup etiquette to FTPs. Special sections on Internet security, online shopping and a tome of Web sites to check out add to this hefty stash of basic 'net knowledge. The explanations are by no means thorough; you will need to seek out further information to truly utilize the Internet and all it has to offer. However, this is a good resource guide to start with.

It's a quick read that every 'net newbie should browse through before using e-mail, surfing the Web or talking in the chat rooms. If you are getting flamed or can't figure out all those silly acronyms, read about basic errors and common etiquette mistakes, such as TYPING IN ALL CAPS and interrupting topical chat rooms with lines such as, "I'm from Ohio. Do you like liver?" And you got to love those little martini-drinking diskettes.

—Lauren Gonzalez



**INTERNET AND
WORLD WIDE WEB SIMPLIFIED**
BY RUTH MARAN, ET AL.
IDG BOOKS
\$19.99



**THE OFFICIAL COMPUTER
BOWL TRIVIA BOOK**
BY CHRISTOPHER MORGAN
CROWN TRADE PAPERBACKS
\$10.00

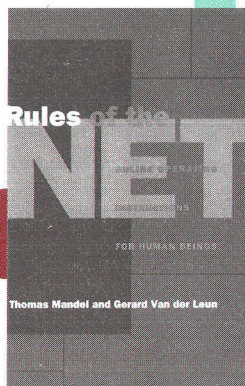
The best thing I can say about this book is that it's not as bad as you'd think. That's actually high praise, because I have to admit that when *The Official Computer Bowl Trivia Book* first landed on my cluttered desk, I was ready to dismiss it as a joke. Sports trivia, movie trivia, heck, my friends and I even play camp trivia (Q: Who won the Broken Racquet Award in 1979?), but computer trivia? Pleeeeez. Well, color this reviewer converted. Morgan has collected an engaging and entertaining set of questions divided into categories ranging from "Computers in the Media" to "The Information Highway." The Computer Bowl is an actual event held annually in which two teams square off much like college trivia bowls. Participants have included Bill Gates (who wrote the foreword for the book), the EFF's Mitch Kapor and *The New York Times'* John Markoff. Included are some questions that even stumped the computer experts—it's hard to believe the chairman of Microsoft never saw *The Last Starfighter*. While you may want to hold your own Computer Bowl at the office, the book is probably better used as a drinking game at a geek party. —Alex Gordon

R e

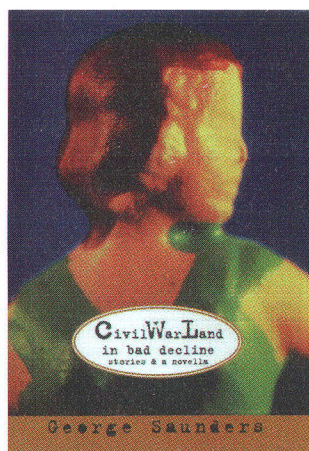
v

Rules of the Net has arrived just in time. With AT&T and MCI gunning to make Internet access as simple as long-distance service, soon the 'net will be flooded with a mass of newbies that will make all the people with aol.com addresses seem savvy. The phone giants (you know it's only a matter of time until Candice Bergen starts talking about baud rates) should look into bundling this book with their software packages. Subtitled *Online Operating Instructions for Human Beings*, the late Mandel and Van der Leun have written the equivalent of *Lets Go! Cyberspace*. One of the best chapters is "Caught in the Web" where the authors offer up cynical nuggets of wisdom like "Swift sites stoke. Slow sites suck" and "The Web is just slow TV with ten million channels." Another winner is the "Dramatis Personae" chapter looking at different 'netizens complete with their own e-mail addresses such as "The Nice Police..."

hugs@beams!.org" and "Mannerless Wannafucks... bi-guy@aol.com." If everybody would read this book, the Internet might finally live up to its potential. On second thought, I hope all those new users don't pick up this book. If they do, we'll have no one left to mock. —Otto Sanford

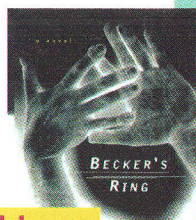


RULES OF THE NET
BY THOMAS MANDEL AND GERALD VAN DER LEUN
HYPERION
\$12.00



CIVILWARLAND IN BAD DECLINE
BY GEORGE SAUNDERS
RANDOM HOUSE
\$22.00

George Saunders has seen the future and it ain't pretty. *CivilWarLand in Bad Decline* contains six short stories and a novella, set in a largely dystopian future where technology just adds to people's misery. For example, in "Offloading for Mrs. Schwartz" the operator of a rundown virtual-reality parlor is reduced to robbing an elderly lady of her memories and repackaging them as educational tools. Another story tells the tale "Downtrodden Mary" who poisons the cows with Plexiglas stomachs that are the centerpiece exhibit at her place of employment. Summarizing the plots of these tales makes them sound like bad *Wired* parodies, when in fact they are stories that at once odd and compelling. The landscape is both foreign and familiar. The most moving story has no futuristic or cyber overtones. "Isabelle" tells the story of the relationship between a young man and a crippled neighbor in such a lyrical manner that the inner beauty of the story literally sneaks up on you. *CivilWarLand* is Saunders first book and to call it anything less than a triumph would be an injustice. —A.G.

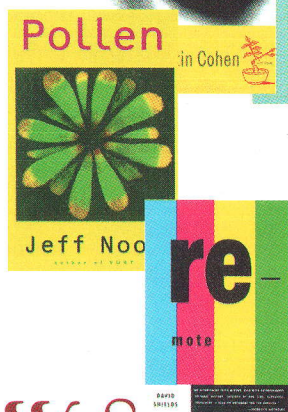


The following books arrived in our office just before deadline so we didn't have a chance to read them, but they look very promising. Check our Web site at <http://www.underground-online.com> throughout the next month for full reviews.

Becker's Ring by Steven Martin Cohen tells the story of a police lieutenant on hunting a serial killer. What attracted us was the jacket's promise that the book does for the genre what *Pulp Fiction* and *Blue Velvet* did to theirs.

Pollen, Jeff Noon's follow-up to the highly acclaimed *Vurt*, tells the story of a killer cloud of pollen that has descended upon futuristic Manchester. Noon's work has been credited with revitalizing the science-fiction genre.

Re-mote by David Shields is told in 52 short takes that find the author feeling a increasing remoteness from the media onslaught that is thriving in contemporary America. ○



j e w s

ISSUE 6 • MAY 1996

PAGE 2 OF 2

67

403

by Claire Aspen

THIS TRANVESTITE'S MESSAGE

FORBIDDEN

First, I've got a question. Truthful

answers only.

Have you ever tried on or just wanted to feel on your skin an item of clothing normally associated with the "opposite sex?"

Don't be embarrassed to be honest. You can say "yes" if it's true. After all, nobody's listening. If you answered yes, you're not alone. Some of you have to be admitting this truth. Otherwise, how do you account for the 1,000 hits my little site generates each week? None of these visitors wander in by chance. The only way to find my Web address, without following a link from a similar site, is to put the word "transvestite," "transsexual" or "transgender" and so on into a search engine.

My site offers an electronic haven for those in the T*Community. (So as not to be limiting, we just use a T* for the prefix "trans" and then allow freedom of choice to determine the suffix.) Contrary to some of the letters I receive, I am not on hormone replacement therapy or whatever, but I am considering a brain transplant. I've been lucky enough to have been a transvestite for more than 30

IS MORE THAN JUST A

FASHION STATEMENT

years and thoroughly enjoyed every minute of it. I've suffered trauma, sure, but I would never swap my life for another. Yet, I am not a crusader; you won't see me at the head of a march carrying a banner. I am just an ordinary person, with ordinary needs and feelings. I am married with no children and I work at an unremarkable job in civil service. BJ, an online friend who heads up a Web site I link to from my page, likes to say I have a wicked sense of humor. I'm 5 feet 7 inches tall and I's

years old. (Oh, all right, that's not a real number. I'm not touchy about my age, but let's just leave that out of this discussion and up to your imagination). If you ever recognize me in the "real world" and say hello, I shall be disappointed. I want only to pass through the world, without recognition and to feel comfortable about myself.

Everyone who wants the same thing is entitled to a helping hand. For much of the 30 years that I crossed lines by changing clothes, I was on my own. Through the Internet, I realized that those who have the same desires as I will no longer have to walk alone.

When you come to my site, don't bother coming to look for hardcore, it's not there. Nor will you find addresses, phone numbers or even "real" names. In my abode you'll find only the nicest people you could wish to meet, support for your interests and links to some of the best places on the Web. The Internet has allowed the T*Community to blossom. Technology has finally offered us what society could not—a meeting place void of embarrassment along with a lifeline for the lonely.

So if you answered "no" to my question at the start of this column, then good luck on your Web travels; we may not meet again. If you said yes, then welcome in. Your secret's safe with me. ●

CLAIRE'S HOME PAGE CAN BE FOUND AT
[HTTP://OURWORLD.COMUSERVE.COM/HOME/PAGES/CLAIRE_ASPEN](http://ourworld.compuserve.com/homepages/CLAIRE_ASPEN)



Crossing the Line of Cyber- sexuality

Who's to blame for bottlenecks on this highway?



languid pace of America Online's systems and the busy signals that have become the hallmark of AOL's dial-up numbers, Case admitted that AOL had been signing users up faster than their systems could handle. Online services such as AOL, though major transgressors, aren't alone. Independent service providers have done the same thing, and at some level, we don't blame them. When people want to send you a check, it's pretty hard to refuse.

They should have done it anyway. No online service should accept hundreds of thousands of subscribers without the capacity to have a decent percentage of them online at any one time, but many have done just that. This practice has stymied everything, from connect attempts to download times to user assistance. I don't know any Internet user (except perhaps those fortunate enough to be at .edu or .gov) who hasn't developed a crick in his or her neck from cradling the phone between ear and shoulder for 20 minutes, waiting to get an ISP service department on the line.

It's all part of the same problem: Online services and ISPs have grown too big too fast.

Eventually, this practice will backfire. Your online connector is like a significant other.

You only have a limited amount of time to spend with them and you don't want someone who's always busy, unresponsive or doesn't seem to care if you

have a problem. Loyalty only extends so far, after all—I know few Internet monogamists. If a service isn't attentive to my needs, it's gonna get dumped. ●

THE ROAD TO RICHES

IS PAVED WITH

TRAFFIC JAMS

work perfectly fine. You could also have 50 servers and a million people online, and it would be pretty damn slow. Unfortunately, the latter is a lot closer to the current model than the sparser version. The 'net is a lot more like Mexico City than Topeka.

And yes, it is someone's fault. A lot of people are to blame, actually, but the brunt of the criticism belongs to the people doing the connecting. Once the Internet became a hot property, many online services signed people up faster than the Publisher's Clearing House with little regard for the consequences. AOL chairman Steve Case has admitted as much publicly; noting the notoriously

The Internet shouldn't feel crowded. Despite the common misconception that the Internet has a finite limit, there is an unlimited amount of bandwidth available. Unlike television, which is constricted by the electromagnetic spectrum, all you need to do to expand the 'net is add another server and make sure you have the right phone lines.

Why, then, is the 'net so slow? Shouldn't it have expanded as its user base grew?

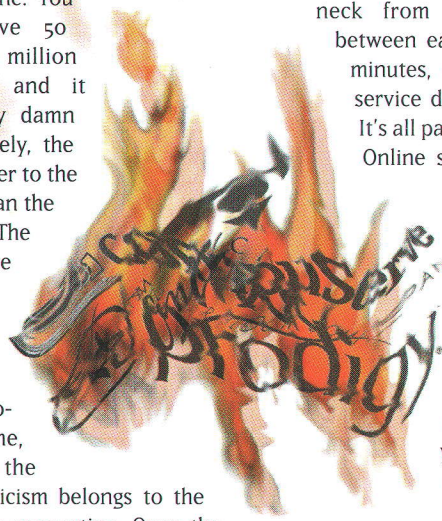
It should have, but it didn't. The highway analogy, despite its overuse, is an apt one in this case. If you think of ISPs as cities and phone lines as roads, it is easy to see how overcrowding has occurred. Instead of letting people drive cars at a pace the infrastructure could handle, many ISPs just opened the floodgates and let everyone on the road all at once. Now, everyone's tied up in traffic, several cities are closing their gates like the Trojans, and God help you if your license plate ends with AOL.

Is this anyone's fault? Many people would say that it's an inherent problem of the 'net. The best sites will always draw more users and overwhelm those servers no matter what. Besides, many people fail to differentiate between server space and traffic. The two, many would argue, are like mass and energy—they might not look the same, but they're both a function of the other.

This is only somewhat true. Bandwidth and traffic might affect each other, since the more users that are on, the more server space they use. But unlike the amount of energy in the universe, they don't necessarily increase or decrease together. You could have one server and 50 people online, and it would

by justin ware

(SKEWERING THE FAULTY)



DEATH OF THE HTML CODER

It seems like you can't walk into a bookstore anymore without being overwhelmed by the number of books promising to teach you the art of authoring HyperText Markup Language, better known as HTML. Each month seems to bring a truckload of new titles discussing the basic Web document formatting language. With the advent of the popularity of the Web and companies seemingly stampeding for a presence in cyberspace, a whole new job market has been born—one that requires workers who are competent in HTML page creation.

Such Webmasters display an almost snobbish, prideful attitude when they announce to peers that they have mastered this "mystic" communication language. They hop with joy as new HTML extensions are added to their design arsenals. Some even go as far as calling themselves real programmers because they understand how to apply HTML tags to text and graphics to enhance the message of a Web site. To all those Webmasters who believe they have job security in knowing the meanings of and , take notice—your days are numbered.

Consider what happened to Postscript.

Early adopters and explorers of this page description language used in the print and desktop publishing industries took great pride in understanding and mastering the art of Postscript code. Adobe published the now famous "Blue Book" of Postscript commands, akin to the early HTML command books.

Eventually, computer-book publishers followed suit by releasing enhanced editions of instruction on the Postscript language, ranging from short 100-page manuals to bulky 2,000-page requiems.

As time progressed, software developers created desktop publishing applications that generated Postscript code automatically, thereby eliminating the need for designers to know the intimate details of Postscript commands. Companies such as Quark, Aldus and of course, Adobe then became synonymous with desktop publishing thanks to their ability to remove the requirement for Postscript.

With that, programs such as QuarkXPress, PageMaker, Illustrator and Photoshop took page design from the Postscript coders and placed it back into the hands of the graphic artists. The same thing is already starting to happen with HTML programming.

Netscape recently released their Navigator Gold product with basic WYSIWYG design tools. Not to be outdone, Microsoft bought Vermeer Technology and its premier Front Page software for about \$130 million. The buzz among designers is that Front Page could easily develop into the equivalent of the QuarkXPress of the Internet.

Even Adobe has re-engineered their page layout software technology with their PageMill package. Many new companies are bringing out their own interpretations of a Web-supported page layout utility that elegantly mask HTML tags from the user. This may bring smiles to graphic designers, who were becoming concerned with obsolescence as they read how the Internet could eventually eliminate much of the need for print media.

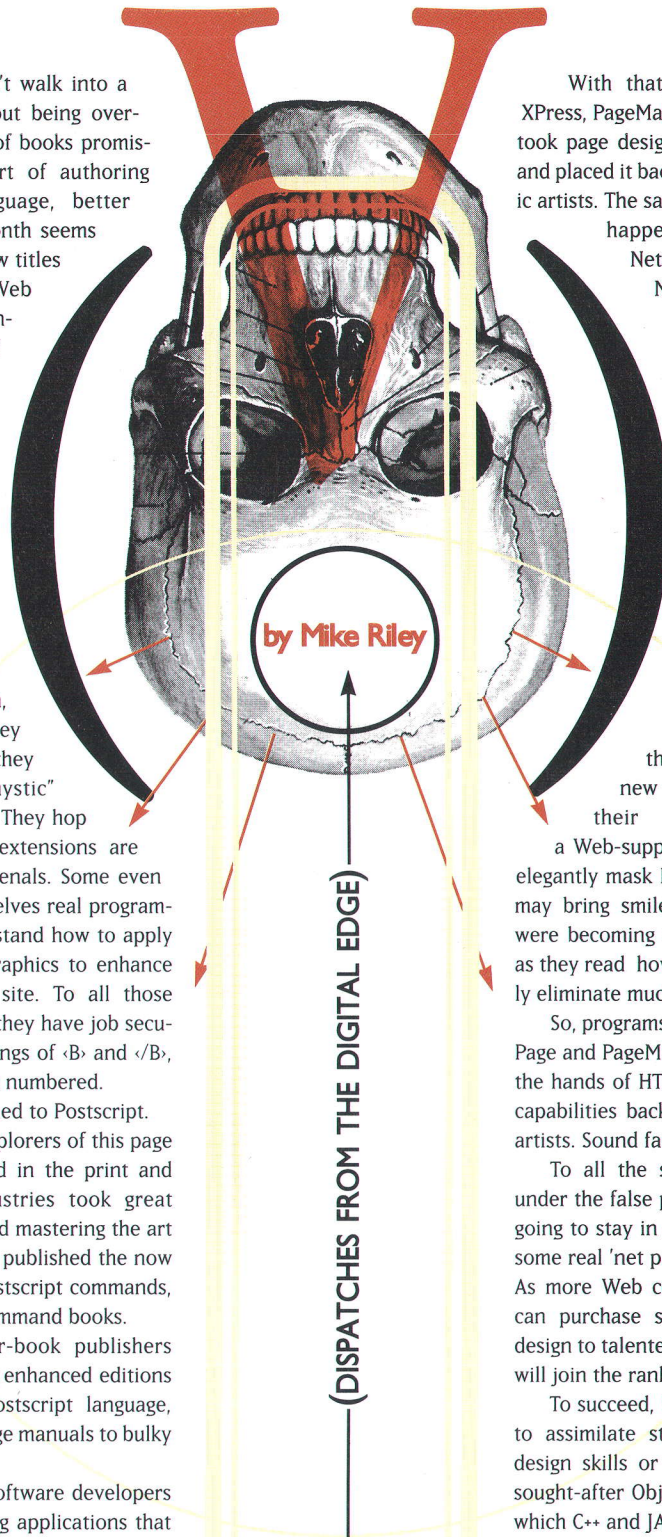
So, programs such as Navigator Gold, Front Page and PageMill are taking page design from the hands of HTML coders and placing design capabilities back in the hands of the graphic artists. Sound familiar?

To all the smug HTML authors laboring under the false pretense that their vocation is going to stay in demand: Get a grip and learn some real 'net programming like C++ and JAVA. As more Web content providers realize they can purchase software packages and leave design to talented graphic artists, HTML coders will join the ranks of punch-tape operators.

To succeed, former HTML coders will need to assimilate strong graphic arts and page design skills or become specialists in highly sought-after Object Oriented Programming, of which C++ and JAVA are family members.

At the very least, they should learn a macro language such as VBScript to stay viable in the Internet marketplace long enough to comprehend the higher level computer programming dialects.

In other words, you'll have to learn how to program a computer before you get replaced by one. ●



by Mike Riley

(DISPATCHES FROM THE DIGITAL EDGE)

MIKE RILEY HEADS UP SENDAI
INTERACTIVE MEDIA
AND OVERSEES
[HTTP://WWW.NUKE.COM](http://www.nuke.com)

BRAINPAN

WebGuide

the underground guide to what's hot on the web

72

AMUSEMENTS

The great time-waster. If it's useless, fun and will threaten your sanity or employment status, you'll find it here.

73

CATHODECELLULOID

A whirlwind tour of what's on the other screens

74

CELEBRITIES

A visual, virtual gossip column

75

JOCKS

Sports. Something you must abandon your computer to participate in.

76

MICROCHIPS

Utilitarian *adj.* 1. Stressing usefulness over beauty or other considerations. —*Webster's New World Dictionary*

77

NEWSPRINT

All the news that's fit to download

78

THE 3 R'S

Riotous, revealing and revivifying.
And you just may learn a thing or two.

79

TUNEAGE

Satisfy your aural fixation

80

'ZINES

What to read after devouring *Internet Underground*

Long before the age of computers, we were a hunting and gathering species. We spent every day scraping the ground for seedlings and chasing unsuspecting creatures with our spears in order to feed our social unit. In compiling the WebGuide, the editorial staff of *Internet Underground* does the

hunting and gathering for you. It's no easy task. The Internet is a much larger habitat than our ancestors had to deal with. Still, we search for tasty bits of content to satisfy your hunger for entertainment and information. We have also created tools to make the fruits of our labor much easier for you enjoy.

Underground Online, at <http://www.underground-online.com> features bonus reviews, plus past Web-Guides with direct links to the sites. We think of this as the anthropological equivalent to the invention of the fork: you can still eat without it, but it certainly makes the feast more civilized.

THE BUNNY REBELLION

<http://pages.prodigy.com/Hell/bunny>

This site came about when a couple of guys who wandered into a Vampire chat room were attacked for being "bunnies," a term used to describe non-Vampire role players or those new to such antics. The site's creators say that some vampires have actually taken harsh actions toward bunnies, mail bombing them and even trying to pass on viruses. The site offers insight into what the bunnies feel are the deranged minds of vampire wanna-bes and the home of the VACCINE campaign. Interesting and original content, although not a lot of it at the time we reviewed it.

Webmasters: *Psychotic Id, Isen and BunnyGrunt*

★★★

THE CYBERMOM DOT COM

<http://www.TheCyberMom.com/pages/front.html#contents>
CyberMom is the perfect antidote for homesickness. "Mom" arranged her site with seven main rooms, each filled with various types of comfort-content. The "kitchen" is filled with recipes, cleaning tips and other culinary tips you'd expect to receive from maternal sources. The "family" room contains movie information, crafts, decorating tips and a scrapbook. Book reviews and sex/relationship tips are just what you'd expect to find in the bedroom. The most interesting page at Mom's place is the back porch. Here you can join in forums addressing current events and issues such as Hillary Clinton's image in the media. CyberMom's site is as soothing as a bowl of chicken soup on a rainy day.

Webmaster and Mom:
Francine E.C. Shannon

★★★★★

FOAM BATH FISH TIME

<http://redwood.northcoast.com/cgi-bin/fishtime>
"Fish for the time." Not a lot of high-speed thrills here. This site is basically



just an online clock. Click on the city link that represents your time-zone and the little foam bath toys in the shape of fish display the time in that particular region. The Webmaster displays a list of forced fish one-liners such as, "I think that your foam fish bath is lox of fun, especially for the hard of herring," to show his Internet popularity. Links to other "time" sites and fun stuff are included. Colorful and cute, but limited in usefulness.

Webmaster: *Kevin Savetz*

★★★



THE OFFICIAL FRENCH FRIES PAGE

<http://www.selectware.com/fries/index.html>

"They're hot, they're tasty. It's French Fries!" And this site is the official shrine. A history link traces the origin of French Fries, complete with cited sources. Recent updates to the site include Fry-related art, condiments and machinery used to make fries. Simple frames break up the links and campy yellow stripes with red and blue lettering make the site look sharp. If you don't like French Fries, check out the "22 things to do with French Fries if you don't eat them" section.

Webmaster: *select@inch.com*

★★★★★

HEATER'S WORLD

<http://www.heatersworld.com/page1.html>

A really well-designed, creative site with a wide variety of content. Although mostly links, the Newbieland area is an excellent resource for those new to the 'net and interested in learning how to set up their own Web pages. Heater, whose real name is Phil, goes by the warm-sounding name thanks to his day job as in the heating and cooling business. So he can fix pipes and design Web pages, a true Renaissance man!

Webmaster: *Phil a.k.a. Heater*

★★★★★

HOT HOLLYWOOD GOSSIP

<http://members.aol.com/editorman/gossip.html>

At this site you can sign up for a free mailing list with "juicy" Hollywood gossip. Most of the gossip seems culled from other sources, depending heavily on supermarket tabloids. If you really must know who George Clooney is dating or what's going on behind the scenes of *Friends*, this is worth signing up for; it will save you the price of buying *The Star* each week.

Webmaster: *editorman@aol.com*

★★★★★

INTERNATIONAL BONE JANGLER

<http://www.bonejangler.com>

This collection of writing, poetry, art and resplendent insight will tease and amuse you like a new toy. The Webmasters have created a well-

designed site that makes good use of frames and categorized links. The keepers of the site



encourage submissions (and, undoubtedly, submissives) for the "common bond" section. We liked the "People who suck—the definitive list," although it could be expanded. Indie band coverage and links to other cool sites are included. Great looking and not overbearing...the perfect pairing.

Webmaster: *Filo Bedo*

★★★★★

THE PEACE PAGE

<http://www.members.aol.com/elsajoy/>

Life moves too quickly when we're spending all of your breathing moments using a T1 as an IV. The Peace Page offers guidance, serenity and meditation in the form of encouraging words. The page is designed with soothing shades of cool colors and a simple background. Extensive links to endless resources in the form of 'zines, publications, education new age literature, spiritual sources and more are a high-light. Pose your pressing questions to the crystal ball or the flower icons, and let the fate of which link you click

stamps from "Tennessee Williams" to the show-stopping "Peach" series. At this time, we'd like to warn you about the dangers of nodding off at your keyboard.

Webmaster: *U.S. Postal Service*

★★★

TOMER'S PAGE OF EXOTIC YO-YO

<http://pages.nyu.edu/~tqm3413/yoyo/index.htm>

A fluffy yo-yo site this is not. Tomer asks the important questions, such as "To Duncan, or not to Duncan?" The Webmaster created this site with the intention of going beyond the ancillary yo-yo nonsense found on other Web sites to create a useful, informative stash of tricks and tips for more advanced yo-yo fanatics. Several levels beyond "Walking the dog," Tomer will teach you the "One-handed shoulder trapeze" and "Rock the baby on the Eiffel Tower" in several steps. Yo-yo links and resources such as books and articles will help you perfect the art, or wait, is it a sport?

Webmaster: *Tomer*

★★★★★

THE WOOTEN WEEKLY NEWS

<http://www.hway.net/mworks/www/front.html>

A blatant take-off of the *Weekly World*

February 1996 - Issue Number 1, Volume 1

WOOTEN WEEKLY NEWS!

WORLD'S SMALLEST WOMAN MARRIES

"I gave birth to Bigfoot baby," claims Indian teen

Horrified Man gives birth to himself on toilet

reveal the answer. At the very least, you'll leave feeling better than when you arrived.

Webmaster: *Elsa Joy Bailey*

★★★★★

POSTAGE STAMP IMAGES

<http://www.usps.gov/images/stamps/stamps.html>
GIFs of stamps. There's really little else to say. If you're an avid stamp collector, this may have some worth to you. A truly weak collection of three stamps is showcased for 1994, including "Elvis" and "Legends of the West." 1995 was remarkably better with a large list of

News, this parody of supermarket tabloids offers up such tales as "Horrified Man Gives Birth to Himself on Toilet" and "Woman's Contact Lenses Allow Her to See Into the Future." Some of it is funny, some of it is simply sophomoric attempts at satire. At the time of our review, the site was pretty new and there wasn't a tremendous amount of content. It's worth checking out, though not as good as the *Weekly World News*, available exclusively on AOL.

Webmaster: *Wooten Weekly News Inc.*

★★★



WebGuide

THE DIRECTOR'S GUILD OF AMERICA

<http://dga.org/dga/>

The official site for The Director's Guild of America delivers basically everything you might want to know about the group. You'll also get some added bonuses such as profiles of directors like John Woo, Jodie Foster and the Hughes Brothers from the DGA Magazine. Other interesting areas are the FAQ and the lists of DGA award winners. The site is very straightforward, and we're so sick of eye candy that we actually welcome it as a relief.

Webmaster: Leonardo Internet

★★★★

THE DUKES OF HAZZARD

<http://www.ghgcorp.com/>



[rbigoness/hazzard.html](http://www.ghgcorp.com/rbigoness/hazzard.html)

"Just two good old boys, never meanin' no harm...Beats all you never saw, been in trouble with the law since the day they was born."

Excellent tribute to the '80s hit about a bunch of bumbling law enforcement officials going *mano a mano* with the Duke clan.

Moonshine, denim shorts, General Lee

and car chases are found in abundance. This site gives great character profiles, episode guides, trivia and images, with extra-special attention paid to Daisy and the Dodge Charger.

Webmaster: Ray Bigoness

★★★★

THE FACTS OF LIFE

<http://fly.hiwaay.net/~djberry/fol/fol.htm>

"You take the good, you take the bad, you take 'em both and then you have..." *The Facts of Life*. This fan site is not yet completed, but oh! what plans are laid out for it. Currently in place are some of the episode guides, home pages for the main characters, a list of guest stars (would you believe Alan Alda, Helen Hunt and Mayim Bialik?) and our fave, the "Series Summary" which gives the lowdown on the Eastland School and Edna's Edibles. We always were looking for an explanation of why those chicks hung around for so many years...

Webmaster: Daryl Berryhill

★★★

FLICKAGE

<http://www.fas.harvard.edu/~rgoldst/flickage.html>

At press time, Robin Goldstein had rated 478 movies and, what do you know, he wanted to share those one-to-10 ratings with the world. Since he goes to Harvard, you would be correct in assuming that Goldstein's top picks skew toward Ingmar Bergman and Woody Allen. Still, there's a nifty little search option and links for the top 100 films. Still, we haven't really

[cathode]

figured out how *Project X* got the same rating as *Beetlejuice*.

Webmaster: Robin Goldstein

★★★

MOVIELINK

<http://www.777film.com/>

If you've ever called MovieFone, then you know the drill. Enter in your zip code and Movielink will give you a list of films playing at theaters in your area. You pick the film and the venue and the time, give them your credit card, and lo and behold, your tickets are waiting for you at the multiplex. Beyond that incredibly useful service, Movielink also has a café area where you can chat about the cinema and read reviews. Click on the logo to hear that distinctive MovieFone voice.

Webmaster: MovieFone Inc.

★★★★

THE MOVIE SOUNDS PAGE

<http://www.moviesounds.com/>

Multimedia has never had it so good. There aren't really any pictures here, but if you have a sound card, you'll be in nostalgia heaven. You'll hear, "Hasta la vista, baby," "That was my skull....I'm so wasted!," "There's nothing more exhilarating than pointing out the shortcomings of others, is there?," "Life is pain, Highness. Anyone who says differently is selling something," and "I can't believe I gave my panties to a geek." Revisit your favorite flicks of the days of yore in this audio haven—of course, you'll find recent samplings, too.

Webmaster: Dexter Gresh

★★★★

Visit underground online,
the webbed
companion to Internet
Underground.

Stories you won't see in
the print
version.

Music from
independent bands.

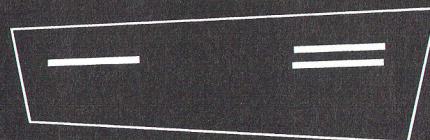
Software
downloads.

Links to hundreds of
reviewed
Web sites.



<http://www.underground-online.com>

CAFE INTERNETTM



"Surf the Net!"

FRANCHISE? WHY NOT! GREAT FUN!

Cafe Internet (TM) Inc.

2021 East Sims Way

Port Townsend, WA 98368

(360) 385-9773

email : dgreen@cafe-inet.com



DREW BARRYMORE

<http://www.wfu.edu/~david/drew/>
A heartfelt symbol of one fan's undying love, or goddess-worship for the Hollywood bad-girl, good-girl, bad-girl again Drew Barrymore, is emblazoned at the top of the home page reading, "Rest assured that this site is inspired solely by admiration of Drew and not by commercial aim or profit." This Webmaster cum Barrymore activist is trying to start a fan club, so while you're here, help him out. Also, check out the slew of Drew photos and the filmography. Did you know her first name is actually Andrew, not Drew?

Webmaster: David Woodward
★★★★

SAMMY DAVIS, JR. HOME PAGE

<http://www.skypoint.com/members/happyjac/sampage.html>
An ostentatious, autographed picture of Sammy is the opening act of this relatively short and simple Web site. Some interesting sound clips are included; you'll hear Sammy introducing himself, giving directions, asking for a cigarette and giving his opinion of Frank Sinatra. Check out the Sammy pix and the links to his pals on the Web. "One cool cat," that Sammy.
Webmaster: HappyJac@skypoint.com
★★★

DEAD CELEBRITIES LIST

<http://www.directnet.com/~mgemme/>
Very specific celebration of those famous people who meet two criteria: They must have died "before their time," and have done so post-1969. Each is given a short eulogy, a photograph and is the subject of links. It's rather shocking, and at the same time fanciful, to find a place where Andy Kaufman, Jim Henson, Jerry Garcia, Bob Marley and Andy Warhol coexist.
Webmaster: Christopher M. Bowley
★★

SHANNEN DOHERTY: A TRIBUTE, OR, EVERYONE NEEDS A HOBBY

<http://pubweb.acns.nwu.edu/~lrh974/shando.htm>
This tiny little torch song for the snot-goddess star of *Beverly Hills 90210* is the product of a boiling obsession that simmered from "curiosity" on the part of the Webmaster. He explains how his "leftover" feelings for a former girlfriend were projected onto Shannen because he found a certain comfort zone in the equal hopelessness of a future in either relationship. "Even

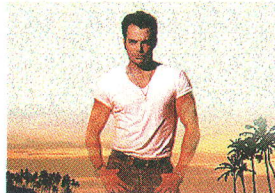
though Shannen smokes, binge drinks and is fickle with men, it is hard for me not to love her, because she's got those pouty lips and that sassy attitude," epitomizes this site. There's not a lot here, but the babe gets passed around as the Webmaster recommends you check out his friend Gavin's "Shannen" page for more content.
Webmaster: Lucas. R. Hackett
★★

ELVIRA, MISTRESS OF THE DARK HOME PAGE

<http://www.leba.net/~jrodkey/elvira.html>
Thanks to the perpetuity of the Web, Elvira is now the perennial princess, not merely a Halloween prop. Link to computer games, videos, comics, CDs and virtually any marketable item relating to the Halloween hallmark otherwise known as Cassandra Peterson. A photo gallery is included for numerous Elvira pix because, you know, she's just so darn versatile.
Webmaster: JRodkey
★★★★

RICHARD GRIECO

<http://www.hawaiian.com/grieco/>
This site is eerily obsessive about the bedimmed Italian charmer, Richard Grieco. He first



entered the spotlight as Booker on *Twenty-One Jump Street*, and progressed to the series *Booker and Marker*, and is now starring in such pictures as *Heaven Or Vegas* and *The Demolitionist*. The narrative here excitedly relates the plots of all his gigs and exhorts the user to call the "Richard Grieco Newsline" telephone number.

Webmaster: Internet Advertising & Marketing Alliance, Inc.
★★

KEANUNET

<http://www.users.interport.net/~eperkins/>
"Strange things are afoot at the Circle K." Keanu's more than just Ted "Theodore" Logan, leader of Wyld Stallions, you know. He's also been seen in *Speed*, *Dracula*, *My Own Private Idaho*, *Much Ado About Nothing* and *Even Cowgirls Get the Blues*. This elegant page discusses his personality, sexuality and music career as well as his films. We found the news

section very impressive and up-to-date.
Webmaster: Eric Perkins
★★★★

MY FAVORITE FOXES

<http://emcee.com/users/Dangar/foxes.html>
Not your usual catalog of vixens. Instead of the anticipated listing of inarticulate super-models, you'll get the lowdown on a decidedly brainier class of women—Yardley Smith, Wendie Jo Sperber, Julie Kavner, Janine Turner and more. This is a textual site with career info on the actresses—no cheesecake shots.
Webmaster: Dangar Associates
★★

MARKIE POST WORSHIP CENTER

<http://members.aol.com/stressboy1/mp/>
Tabled layouts and multitudinous GIFs of the wholesome, perky blonde star of *Night Court* and *Hearts Afire*. A biography details her "Norman Rockwell childhood" and the devastating experience of being voted "biggest snob" on campus in college. The Webmaster appears devoted to Markie, and his commentary throughout the site ("In this movie, Markie smokes, acts somewhat slutty and seems to enjoy playing someone 180 degrees from Christine Sullivan. In a perfect world, there would have been five or six of these,") is hilarious.
Webmaster: Stressboy
★★★★



THE REALMS OF MAGIC: CLAUDIA SCHIFFER

<http://magic.caltech.edu/FEMMES/CLAUDIA/>
Hot, hot, hot. Thirty-three pages of pictures with six thumbnails on each page! Nothin' but Claudia. Pictures, pictures, picutes...but then, what else would you expect? This site is pretty much a snore, once you're bored with the images. Perhaps the magic here is figuring out what is actually entertaining. Ultimately, not a bad photo album.
Webmaster: Bradley J. Marker
★★★

UMA THURMAN HOME PAGE

<http://river.tay.ac.uk/~insc2cab/main.html>
This tribute to Uma Karuna Thurman features .wav files of her speaking and fashion clips of the actress in "sexy shirts and waistscoats." We thought the typical celeb stuff here was OK, but we really enjoyed the gem that comes from Uma's classmate David Anderson in the form of an essay. Bitter? Hmm. Apparently, Uma likes to claim she went to a private school, but her classmates beg to differ. The block-letter links, reminiscent of type-style used in '60s sitcoms, is one of the more creative features. The links were random, with the typical "Babes and Stuff" selection.
Webmaster: C. Butchart@tay.ac.uk
★★

THE ARIZONA DIAMONDBACKS PAGE

<http://www.primenet.com/~pwb/dback.html>
One of Major League Baseball's newest teams, the Diamondbacks won't play a game until 1998. That hasn't kept one rabid fan from putting together a Web page detailing, among other things, the construction of the stadium—including news of what kind of grass will be used. There's something to be said for having the "first" of something, but how many people really care about who Arizona hired as scouting director?
Webmaster: Paul Benjamin

★★★

Camp & Conference Homepages

THE CAMP AND CONFERENCE HOME PAGE

<http://www.camping.org/>
Send the kids away! This site can help you pick the camp furthest from home (and lacking in telecommunications) so you can actually enjoy your summer. If you do not have any ankle-biters of your own, perhaps you could send yourself. Select information by region, camp name or randomly by alphabet to locate a camp program to suit your needs and budget. Camp links, organizations, environmental education and camping literature can all be accessed from this happy camper site. You can also submit your camp to be added to the list. You should know, these camps are actual, real-life, three-dimensional experiences, not MUDs or newsgroups. Get out once in a while, would you?
Webmaster: xtranet@camping.org

★★★★★

CRICKET PAGE

<http://missouri.edu/~uc625505/cricket.html>
No insects here, only pictures of cricket players and a minor explanation of how to play the game. Learn to distinguish the pitch from a wicket in the definition section. Some of the links were flaky when we visited, but if you're lucky, you'll be able to check out the site explaining the rules of the game. Links to international cricket teams and images of players are accessible. The site is about as fast-paced and exciting as the game itself. We'll let you interpret that.
Webmaster: Ramesh Kumar Gummadvelli

★

FANOWNERSHIP FOOTBALL

<http://www.fan-football.com/>
Remember the WFL and the USFL? Well, add room to the mantelpiece of fledgling football leagues when the FFL starts up in September 1997. The Web site is, in a word, ugly, but aesthetics behind, the league's founders have some interesting ideas up their sleeves including faster games, no field goals, a

longer season and best of all cheaper ticket prices. The league also promises to cater to the fans and not get in a bidding war with the NFL. Now about those ugly icons.

Webmaster: webmaster@fan-football.com

★★

THE GAMES OF THE XXVI OLYMPIAD

<http://www.olympic.nbc.com/>
The world's favorite non-lethal form of jingoism, the Olympic Games, are right around the corner, so you better start brushing up on those names of pentathletes now. This site from NBC, who (coincidentally) will be televising the games, features some great material, including a sound file of the bombastic Olympic theme. Other site highlights include: athlete profiles, first-personal jour-

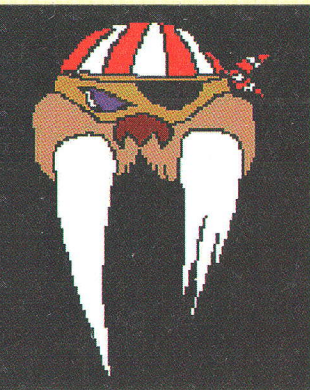
nals from Olympic hopefuls and a sports index detailing all the events from archery to weightlifting. Yes, it's a commercial site, but it's a really good commercial site.

Webmaster: NBC

★★★★★

HIKING AND WALKING HOME PAGE

<http://www.teleport.com/~walking/hiking.html>
These links are made for walkin'. Trek from Durango to Greece; the options are unlimited here. If you're looking for the opportunity to globe-trot, either alone or with others, this is the site to see. Insider walking terms such as "Volkssporting" will make you aware of the fact that people actually use walking, a normal bodily function, as a legitimate form of "sport." We know it's a sport. We feel it everyday in our mus-



cles after hiking to the vending machines 12 times. Links to gear, clothing, books and various topics relating to trekking will keep you suited up to walk the Earth.

Webmaster: walking@teleport.com

★★★★★

NATIONAL SOCCER HALL OF FAME

<http://www.wpe.com/~nshof/>
Quick, name two soccer players. Okay, let's see, there's Pele and...ummm. Exactly, so why not visit this site honoring those who have struggled in borderline anonymity to give the world's most popular sport a foothold in the United States. The real H.O.F. is located in Oneonta, N.Y., but as far as we could tell, this site was a good approximation, and significant improvements are planned that should enhance the virtual experience. By the way, did you know that the pilgrims played soccer at Plymouth Rock?

Webmaster: NSHF

★★★

NORTHERN LEAGUE FAN'S GUIDE

<http://www.winternet.com/~wrt/fan/guide.htm>

Minor league baseball has seen its popularity skyrocket in recent years as their major league brethren have alienated fans. Part of the charm of the minors is reflected in sites like this, an incredibly comprehensive guide to the Northern League. Whether you have to pee before a Sioux Falls Canaries game or want to grab a burrito after a Duluth Dukes game, this is the place to find detailed information on every aspect of going out to the ball park. Baseball fan William Tyler deserves a tip of the cap for creating this site.

Webmaster: William Tyler

★★★★★

MARK ROSENSTEIN'S SAILING PAGE

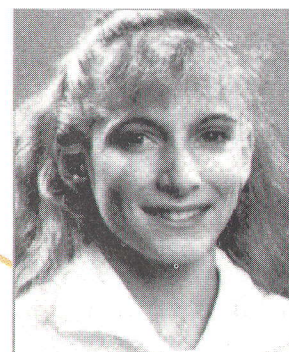
<http://community.bellcore.com/mbr/sailing-page.html>
A thorough maritime history section and an extensive archaeology archive separate this site from the other sailing sites we've seen. It's the educational approach, that's what we want. Teach us to sail, don't show us your medals. We'll sit at your feet, and you tell us stories. Links to newsgroups and a running list of ships and races are all you need to make friends at the yacht club. If you can't get enough here, sign up for the numerous mailing lists offering worldwide information on the sport. This site drops you in the center and asks you to participate, unlike other sports sites that make you a spectator. This mostly textual site has a few interesting images, but the real trophy is the content.

Webmaster: Mark Rosenstein

★★★★★

SHANNON MILLER'S HOME PAGE

<http://www.wpi.edu/~wscm/>
Is being obsessed with a gymnast normal? This Webmaster has tiled Shannon Miller's image behind loads of



links to utterly useless athlete information. Link to see her signature. The excitement mounts. Read Shannon quotes, such as "I like a challenge, I like to rise to the challenge." Various awards, biographical information, vital stats, a photo album and the address where to write the Olympian are included. An enthusiastic message from the Webmaster, insisting Shannon always writes back, is a typical neurotic-fan adornment. Do you know what Shannon's favorite TV show is? You can find this and other articles of trivia on this springboard of information.

A word of caution, obey the Webmaster and ignore the portion of his site dedicated to future video and audio embellishments.

Webmaster: Timothy Iskra

★★★

SHOELESS JOE JACKSON

<http://www.firm.edu/doe/mmg/shoeless.htm>
No word whether it was a strange voice that compelled Mike Nola to build this page. Shoeless Joe, for those of you who missed *Field of Dreams*, was a fantastic outfielder for the Chicago White Sox in the early part of the century. He was convicted of conspiring to throw the World Series and subsequently banished from baseball. Many maintain his innocence and feel that he should be in the Hall of Fame. Explore this site and decide for yourself.

Webmaster: Mike Nola

★★★

SKATING THE INFOBAHN

<http://www.skatecity.com/Index/>
"The most comprehensive inline skating index on the Web." Well, these broad statements usually make us run, but the site is pretty cool. You'll find links and information to make you a roller-god or -goddess in a matter of hours. Categories of exhaustive information from speedskating, product reviews, clubs/organizations and events to tutorials, safety/health and skating locales can be found here in great detail. Images, sounds and magazines related to inline skating are the most entertaining feature here. Very useful and fun.

Webmaster: Robert B. Schmunk

★★★★★

WebGuide

AMIGA

<http://www.cucug.org/amiga.html>

This is billed as "the most comprehensive guide to Amiga resources on the Web," and if they're lyin', they're dyin'. This tribute to the most-ignored, yet most-championed, hardware on the planet is enormous. You'll find magazines, user groups, commercial products, dealer listings, FAQs, FTP links with tons to download, freeware, a search engine and software support. Our favorite was the directory to the Amiga demo scene where "the competition is fierce among this group of gifted code writers to produce graphically and musically stunning demos on the Amiga." Gorgeous stuff.

Webmasters: Champaign-Urbana Commodore Users Group

★★★★★

ASSOCIATION OF LISP USERS

<http://www.cs.rochester.edu/u/miller/alu.html>

If Lisp, to you, is nothing more than a speech impediment, move on, for this Lisp site is a basilica for the language family and those who worship here regularly. The information is extensive and thorough, so know what you are looking for. Annual conference updates and a call for papers can be found here to keep you in the loop. Since LISP is a language, don't expect to see pictures. This site is textual. Of all the features, we especially liked the limericks:

*A hacker who studied ontology
Was famed for his sense of frivolity.
When his program inferred
That Clyde ISA Bird*

He blamed—not his code—but zoology!

Webmaster: Brad Miller

★★★★★

FATHER OF SHAREWARE

<http://www.halcyon.com/knopf/jim>

This site was created by the man recognized for starting the shareware revolution in 1982 and offers a complete history of the phenomenon. The site is adorned with sound clips and extra features such as a page instructing you on how to write your life story. Perhaps the best feature here is the opportunity to download shareware directly from the author to avoid viruses and flaky products. Multiple links to freeware (yeah!)



and shareware distributors complement the already hefty "Pocket protector zone" of resources. A thoughtful touch, "for the clueless," is the list of links to search engines. Thanks, Dad.

Webmaster: Jim Knopf

★★★★★

HANS' MACPAGES

<http://huizen.dds.nl/~hhcom/index.html>

Whether you're into Macs or not, visit this site just to see the little guy who runs toward the computer and appears on the screen. This site is actually just a pretty cool set of links to Mac-related info in the form of hardware, software, newsgroups, publications and multimedia. The site is very simplistic in design, yet attractive and well-organized. A useful shareware search engine will help you find your cyberpot of gold very quickly.

Webmaster: heinz@xs4all.nl

★★★★★

HANS MACPAGES



HYPERTEXT

<http://www.w3.org/hypertext/WWW/WhatIs.html>

Hypertext is the central concept of the World Wide Web, but it's also integral in navigating hypertext fiction, HyperCard, Gopher and many other applications/protocols. This non-linear system allows for a different kind of creativity and a more thorough architecture for reference. The site documents the history of hypertext since 1965, adds a glossary of important terms so you can converse on the topic, a link to the newsgroups and information on conferences, software and standards. It's plain visually, but packed with info.

Webmaster: The W3 Consortium

★★★★★

I HATE COMPUTERS

<http://extrab1.entnem.ufl.edu/IH8PCs/index.shtml>

Don't be alarmed by the title. For someone who professes to hate computers, the Webmaster's news and reviews of the life-sucking machines are astute and entertaining. His computer humor is organized like a 'zine of sorts with a binary focus. Unlike the neophyte who criticizes computers because of his or her resistance to the technology, the Webmaster sounds as if he has a bit of experience behind his angst. Bitter, short, one-liners, such as "Hardware: parts of the computer that can be kicked," lead us to believe that the Webmaster is walking the fine line between love and hate and that he probably just needs some space and a bit of time to find himself and explore other technologies.

Webmaster: Tom & Jerry

★★★★★

LOGLAN

<http://www.halcyon.com/loglan/welcome.html>

Loglan is a speakable human language that was created in an attempt to free our minds from the linguistic constraints of our first language, on the precept that language and its limitations can shape thought. Loglan is useful to computer science because of its international flavor and its "total freedom from syntactic ambiguity." The Loglan Institute has developed this site to provide

[microchips]



a primer on Loglan, study materials, articles and information on other constructed languages, such as Esperanto.

Webmaster: James Jennings

★★★★★

THE RETROCOMPUTING MUSEUM

<http://www.ccil.org/retro/retromuseum.html>

"The Retrocomputing Museum is dedicated to programs that induce sensations that hover somewhere between nostalgia and nausea—the freaks, jokes and fossils of computing history." This bizarre (well, to us) online museum showcases languages, machine emulators and games that "were once important, but are now merely antiques. A few never previously existed except as thought experiments or pranks." Poke around and check out focal, kvikkalkul, wumpus, teco and bloop.

Webmasters: Eric S. Raymond and John Cowan

★★★★★

TAP—THE ADA PROJECT

<http://www.cs.yale.edu/HTML/YALE/CS/HyPlans/tap/tap.html>

The Ada Project (TAP) is a volunteer project run by women at Yale for the purpose of consolidating the Web's scattered resources on women in computing. This site is informative as well as inspirational; you'll find bios of prominent women in computing, conferences, online research papers, employment links, fellowship and grant info, discussion groups and statistics. We got the biggest kick out of the historical photos of women interacting with various computers.

Webmasters: Elisabeth Freeman & Susanne Hupfer

★★★★★

WEB DEVELOPMENT SERIES

<http://www.iftech.com/classes/webdev/webdev0.htm>

Citing the fact that books about the Internet are often obsolete before they hit the bookshelves, this online tutorial aims to teach the most modern Web programming skills in a fluid medium. The page is unadorned but excellent. It is written in a clear style and is suitable for the beginner, but later lessons are helpful to even the tech-savvy. Let this walk you through chapters on HTML, Imagemaps and Tables, Forms and CGI scripts, Database access from CGI scripts, Introduction to Java Script, Introduction to Java and Java and PERL. Webmaster: Marshall Brain/Interface Technologies, Inc.

★★★★★

INTERNET UNDERGROUND

76

PAGE 6 OF 10

AMNESTY INTERNATIONAL NEW RELEASES

<http://www.io.org/amnesty/news/news.html>

A running list of hyperlinks to Amnesty International news articles can be found at this site. Covering the killing of civilians in Israel to illegal arms seizures in Bangladesh, the articles date back to July of 1995 and serve as a great research tool for media watchdogs and activists around the world. The articles come from various global Amnesty offices. If read with discretion, this is an eye-opener. Textual.

Webmaster: Amnesty International

★★★★

CHINA NEWS DIGEST

<http://www.cnd.org/>

"The Cyberspace Info Center for Chinese and Friends Worldwide," delivers timely and balanced news relating to China daily. This publication, both online and in its paper version, is created and distributed by volunteers in Maryland. Current events that challenge as well as aid China in relation to the United States and the rest of the world can be downloaded via FTP, as can back issues. This site is mostly textual, but a photo archive is available. Perhaps because of the largely volunteer-based staff, the voice of the publication is interestingly varied.

Webmasters: Wei Lin, Jian Liu, Gcheng, Ming-Hui Yao

★★★★



California or if you're already there, check out the Quake Country Guide to Earthquake Resources and Information. Mostly textual, but colorful. Webmasters: San Francisco Chronicle and San Francisco Examiner

★★★★

THE INKWELL

<http://www.unitedmedia.com/inkwell/>

What's the section we open first, but won't admit to? Comics. This is a great source for editorial cartoons and nationally-syndicated comics as they run each week in national newspapers. The gallery includes artists such as Jim Berry, Drew Litton, Ed Stein and Jeff Stahler. Comments, quotes and statements regarding their featured pieces are included for insight. GIFs of a cartoon for each artist are featured in black-and-white. If media-, technology- and current events-related humor is your delight, seek fulfillment here. This site does not contain a huge amount of information, but it certainly has enough images for a few hearty laughs.

Webmaster: webmaster@unitedmedia.com

★★★★

KIDNEWS

<http://www.vsa.cape.com/>

~powens/Kidnews.html

Once you swim through the "It was better than Cats. I could see it again and again," bravado that occupies an entire page, you'll arrive at the menu which then leads you to the site that, we agree, is quite good. Kids submit news articles which are then placed on the site, creating a publication of stories actual youngsters find relevant. Items such as "Policeman loses temper" and "Pogs beware: People can get hurt," are a sampling of the type of content one can expect to find here. Don't dismiss these kids too quickly. They are discussing issues here that some publications still consider taboo, such as "School holds meeting to discuss gay/lesbian history." Links for young writers, pen-pal profiles and numerous other features are included at this Internet toy chest. Images are limited, however the Webmaster has created cute icons to make navigating a breeze.

Webmaster: Peter Owens

★★★★★

THE LONDON TIMES

<http://www.the-times.co.uk/>

uk/registration.html

God save the screen! It's the Times online. With a sports page featuring the likes of snooker, cricket, fixtures and bridge (a sport???), what more could you ask for? Aside of the noteworthy business section, this paper also has an entertaining personals section, appropriately deemed "Lonely Hearts." However, a highlight here is the Sunday Times crossword puzzle. Cool your jets, New York Times fans. These clues don't end with phrases such as "of sorts." Try solving: "Discontented movement when a barbarian chief holds a bearer of disease." The layout features an index tab system that allows you to click and turn virtual pages. Customize your paper by selecting features for the news you want.

Webmaster: webmaster@the-times.co.uk

★★★★★

NEWSBOY

<http://www.newsboy.com/>

The audio clip of the Newsboy beckons you to "Read all about it." This site is a complete, virtual newsstand. Newsboy gathers the facts and stories and places them in one location so you don't have to search all over the Web. Check out news

sources from around the nation and world by clicking on a region or a particular issue, such as politics or election information. Newsboy links to major news sources worldwide, but excels at linking you to local or state publications. The weather girl guides you to regional forecasts, complete with graphics. Be sure to add this site to your link archive for daily use.

Webmaster: webmaster@albionmich.com

★★★★★



OUTNOW!

<http://www.outnow.com/>

Serving the San Francisco and San Jose area, this bi-weekly offers news, opinions, arts and classifieds to the gay community and anyone interested in reading the publication. Online archives contain resources featured in the publication and links to previous issues and information. The political updates offer an opinionated, yet valid view of how the government fails to adhere to the needs of all citizens equally, in some cases. The events calendar highlights activities nationwide. Mostly textual. Webmaster: Chris Thomas

★★★★

ROLL CALL

<http://www.rollcall.com/>

The "Hometown newspaper on Washington" will help you sort through the campaign '96 junk drawer. This online weekly is the political spyglass of the Hill, delivering columns, news on policy briefings, legislation and any political activity in D.C. If information is power, and we believe it is, this is a good source for watching your government as it succeeds or fails to do what you want it to. This publication is not all business, however. Roll Call offers a complete "classifieds" section with a listing of employment opportunities in the D.C. area. "Like golf, good pay and unlimited benefits without having to work to the best of your ability? The United States is hiring. Positions available: President, Vice President..."

Webmaster: Online Magic

★★★★★

THE VILLAGE VOICE

<http://www.villagevoice.com/>

This weekly has been around since 1955 and is now totally accessible via the Web. The unique voice of New York City, as uttered from the bowels of the editorial offices of the Village Voice, sings of great movie reviews, columns, the ubiquitous election watch and the "personals" for those of you who are in New York or just dying to set up a tortuous long-distance relationship. Most fun is the NY/LA at night section. Keep tabs on the club, cocktail and entertainment scene coast to coast by checking out the astute party-scene reviews. An archive of the last four-and-a-half decades of the Village Voice include sound bites, video interviews, photos and "best of" moments from the last 41 years. Lots of fun and you might just win a T-shirt.

Webmaster: David Mechner

★★★★★



THE C-SPAN NETWORKS

<http://www.c-span.org>

Like a 24-hour "congress cam" that watches our elected officials, this site is the Internet counterpart to the cable channel by the same name. Join in discussions of the electoral process and check the daily schedule for programming featured on the television network. The site features frames to categorize the links and has very few images available. A campaign '96 grab-bag of info can be accessed to keep you in the know. Speaking of "congress cam," this site has a camera that reloads every 30 seconds to let you watch what is on C-SPAN all day and night. Don't expect pictorial hoopla or loads of excitement, but it is a good source for constant political updates.

Webmaster: viewer@c-span.org

★★★★

THE GATE

<http://www.sfgate.com/>

The coupling of the San Francisco Chronicle morning and the S.F. Examiner evening news creates this online daily titled The Gate. Local columnists introduce a hefty sprinkling of "Why California rules and the rest of you suck" commentaries that leave some of us feeling geographically inadequate. News, sports and entertainment are offered here, as are the usual features found in most newspapers, but the Silicon Valley report makes this read a worthwhile venture. In case you're bound for

AUTHORS LINKS AND INFO

<http://www.empirenet.com/~rdaeley/authors/authors.html>
When did Franz Kafka publish *The Penal Colony*? How old was John Kennedy Toole when he committed suicide? You can find out here, in this excellent resource for writers ranging from Charles Bukowski to William Faulkner to James Joyce. This lengthy resource page links to individual pages with bios and other links to additional Internet resources. Well organized, excellent literary choices and regularly updated with new authors.

Webmaster: Robert Daeley
★★★★★

BANNED BOOKS ONLINE

<http://www.cs.cmu.edu/Web/People/spok/banned-books.html>
Oh, of course, you'll find the usual suspects on this list: *Catcher in the Rye*, *Lord of the Flies*, *I Know Why the Caged Bird Sings* and the complete works of Judy Blume. At a time when everyone is up in arms about censorship on the Internet, it's good to remember that we haven't done so well keeping some real books on the shelves of many schools. If you're like us, when you read this list, you'll get angry. The *Adventures of Huckleberry Finn* for cryin' out loud? If those with small minds had any literary sense, they would be banning all those Jackie Collins novels. Now kids shouldn't be exposed to that...

Webmaster: pok@cs.cmu.edu
★★★

COUNSEL CONNECT WEB

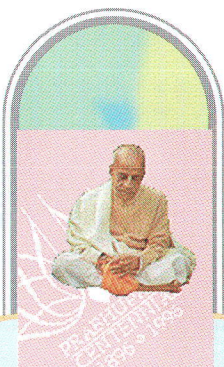
<http://www.counsel.com/>
If you think that 1-900-ALAWYER is probably not your best choice for legal advice, this site can escort you through a judicial journey that will answer your questions, lead you to reputable counsel and keep you up to date on legal issues that are important to understand in an age where there are more attorneys than cockroaches crawling the streets. Learn your rights and post your legal concerns and questions in the online classifieds. If you just happen to be an attorney, one, this magazine contains some parody—please just smile and move on—and two, this site lists regional gatherings and events for lawyer klatsch nationwide.

Webmaster: Jesse Londin
★★★★★

FUNERAL RIPOFFS

<http://www.xroads.com/%7Efunerals/Death>. No one really likes to think about it; most of us would really rather avoid dealing with it. That's why the funeral industry has been able to steal the mourning masses blind, according to this site's creators. Put together by a non-profit group, this site has a wealth of information about planning a funeral, arming casket purchasers with the lowdown on how much those fancy boxes are really supposed to cost. It could use some better organization, but the information that's there is pretty impressive.

Webmaster: Interfaith Funeral Information Committee
★★★★★



HARE KRISHNA WWW RESOURCES

<http://www.ece.rice.edu/~vijaypai/hkindex.html>
Hare Krishna, Krishna Krishna, Hare Hare, Hare Rama, Hare Rama, Rama Rama, Hare Hare. Mesmerize yourself with the scroll bar chant as you enter the Vaikuntha, or the "anxiety-free zone" on the Web. The home page of the International Society for Krishna Consciousness offers unlimited chanting, dancing and feasting bundled with resources such as the entire Bhagavad-Gita online. Seek and find information on the Hare Krishna chanter for Java script, complete with adjustable rate for snail chants to Evelyn Wood style. Temple, farm community and Govinda food center factoids and links to books and periodicals make this site almost as Krishna-informational as a trip to the airport.

Webmaster: Vijay Pai
★★★★★

THE METRO'ON

<http://www.azstarnet.com/~gallae/index.html>
The Metro'on of Catalina is a society of individuals "recreating and reclaiming the history of the ancient world, one story at a time." Online tarot card readings and tranquil meditation zones are included to inspire spiritual well-being of the mental variety. The site urges viewers to check out the "special places" on the Web that they've created. However, like most "special places," those at this site are quite satisfying once you arrive, but they take time to get to.

Webmaster: Laura Darlene Lansberry
★★★

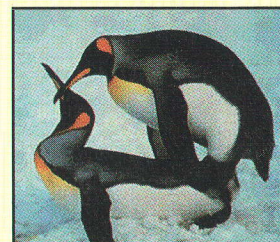
THE DOROTHY PARKER HOME PAGE

<http://www.empirenet.com/~rdaeley/authors/parker.html>
"Razors pain you; Rivers are damp; Acids stain you; And drugs cause cramp. Guns aren't lawful; Nooses give; Gas smells awful; You might as well live." With that kind of an attitude, it's easy to understand why we love Dorothy Parker. An enlightened satirist who led a painful and often lonely life, Parker has been the object of more interest to us than any of those other Algonquin Roundtable folks. At this site, you'll find a good bio, plus links to online archives of her work and other resources.

Webmaster: Robert Daeley
★★★★★

THE PENGUIN PAGE

<http://www.vni.net/~kwelch/penguin.shtml>
Penguin exhibits at zoos are cool, but this site offers more than feedings and the opportunity to press your nose against the glass and watch the creatures dive into ice-cold water. Categories of penguin data educate you in areas such as behavior, predators, relatives and friends (of penguins, not



the Webmaster), fossils and species information. A highlight of this site, as you could probably guess, is the section on reproduction, complete with pictures. (heh heh, cool.) The Webmaster is an inspiration to biology majors everywhere. He is probably one of the few individuals who actually applies what he studied in school to his post-graduate activities. Be warned, the penguin humor section is frigid.

Webmaster: Kevin C. Welch
★★★★★

SARAWAK

<http://www.jaring.my/stb/>
Sarawak is situated on the Northwest coast of Borneo, home of the world's oldest rain forest. The site offers a lot of information about the area, for those considering visiting



the area or just curious about the history of the languid Malaysia rain forest region.

Webmaster: Sarawak Tourism Board
★★★

SITO HOME PAGE

<http://www.sito.org/>
The operative word is stimulate. This site is a bountiful collection of art. The Webmaster's own collection on the site includes drawings, photo manipulation, paintings and various other works. His designs are politically charged social commentaries intended as shock/thought therapy for the masses. An extensive link page is dedicated to "archives and collaborative rituals," listing hundreds of artists' collections ranging in styles from collage and installation art to painting and sculpting. This is the kind of showing we like, all of this great art, with no headphones or pushy old ladies to contend with.

Webmaster: Ed Stasny
★★★★★

ARDENT ONLINE

<http://www.ardentrecords.com/>
The 30-year-old recording studio has pitched a tent on the global campground. This site is a carnival bustling with activity and stuff to check out. From the studio that courted Alex Chilton to b.b. King, and produced hits such as "Soul Man," the site offers recording lists, images of the various studios, services available to musicians and producers and links to other tuneage connections. If you don't remember or haven't heard of Ardent, check out the history section before you browse around. This site appears to work best if you know what you are looking for and go straight to it. Otherwise, you could be here for days.
Webmaster: Stephen Perry
★★★★



THE LLOYD COLE HOME PAGE

<http://www.best.com/~drumz/Cole/>
Look behind the slick, minimalist home page to find Cole-style substance here. The table of contents link leads you to an autobiography, a letter to the fans, lyrics and tour dates, when they exist. The image bank loads at a snail's pace, much like the rest of the site, but includes some interesting, rarely seen photos of the music man himself. Sound files would be a nice touch—just a suggestion.
Webmaster: Ethan Straffin
★★★★

THE COLLEGE 500

<http://www.webcom.com/webcore/welcome/coll500/coll500.html>
Tracking low-power radio stations in the U.S., operating at or below 500 watts, the College 500 site displays playlists for jazz, metal, techno, rap and hip-hop, blues, alternative and many types of music currently receiving airplay. Stations can e-mail in their charts each week to be tracked. Other features include a directory of stations, reviews, interviews and a future arrival of sound clips. This is an excellent source for contributions if you are affiliated with a college or low-power station. If you dig tunes you won't hear pumping at 100k watts with plentiful commercial interruptions, this is your guide.
Webmaster: thewing@k2nesoft.com
★★★★

CONCRETE BLONDE

<http://web.cs.ualberta.ca:80/~mah/CB/index.html>
Lamenting the band that is no more, this site presents history and discography from the glory days of not so long ago. Lead singer Johnette Napolitano sells her painted and designed picture

frames for various prices, donating a portion of the proceeds to the AIDS Coalition of Southern California. The site also features a painting done in Johnette's blood. The Webmaster has included a rumor link with news of the members and current projects they are pursuing independently. Definitely worth a trip down recent-memory lane.
Webmaster: Dean S. Mah
★★★★

DEAD CAN DANCE HOME PAGE

<http://www.nets.com/dcd>
Rarely do we find such a sterile site. If you get bored panning the album lists and reading the extensive biography page, you can play, "How many times does this site use the word 'apparently'?" We must admit, it is easy on the eyes, and actually kinda soothing, but it won't raise the dead.
Webmasters: Raven Zachary and Michael Dziedzic
★★★★

THE NEIL DIAMOND HOME PAGE

<http://users.aol.com/Klerxt/diamondhome.html>
Forget *The New York Times* crossword puzzle; have you seen the Neil Diamond word-find? In addition to that gem, we found more utterly useless Neil Diamond trivia than we ever knew existed. Where can you find such enlightenment, you ask? At the Neil Diamond Home Page, of course. If you hurry, you can send a \$10 deposit to



reserve a \$22 Diamond calendar. Never mind that the year is half over. You'll soar past discography, articles, tour info and even classifieds before you realize the only thing missing is a "blue jean" background. *Que será, será*. Even Neil can't deliver perfection.
Webmaster: Joe Imhof
★★★★

DURAN DURAN

<http://sal.cs.uiuc.edu/~smarch/Duran.html>
The band so nice they named it twice. Well, okay, not really. But we must commend the design effort of this tribute to the UK band that single-handedly supported the cosmetic industry through much of the '80s. Even if 90 percent of their lyrics meant nothing, the layout of this page compensates for that drivel. Links to current events, band member bios, images from past to present and the Duran Duran hotline, useful for finding out what the merry musicians are doing, and if they might be doing it in your town. We are curious about the new album by two of the Duran members, entitled *Bored with Prozac and the Internet*. What else is there, and will you share if you find out?
Webmasters: Sarah March and Troy Whitsett
★★★★★

THE EKSTASY HOME PAGE

<http://acm-www.creighton.edu/~ekstasy>
The "mother of punk," Nina Hagen, has her own cyberhome. Pleasing, but not surprising. A few sound-scrapes are left on the appetizer tray for aural sampling, but not many. Aside from the biography and merchandise links, a Nina picture catalog shows the many faces of the punk goddess hitting painfully high notes. The lyric menu is somewhat flaky—some of the links do not actually go anywhere except to the dreaded 404 zone. Yet, no complaint can be greater than of the intense background patterns. The chipped-paint diva site is intended well, but then, you know what they say about good intentions.
Webmaster: Geoffrey
★★★★

EXTREME UNDERGROUND

<http://www.merlin.com.au/extru/>
Truly underground tunes, from Down Under. Discover the sounds of Australian bands with a jagged, rusty edge. Links to Aussie bands as well as a discography, images and other standard band stuff will keep you in the know and hook you up with other underground jams resources globally.
Webmaster: Andrew
★★★★

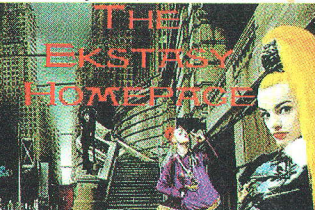
THE OFFICIAL FRONTLINE ASSEMBLY HOME PAGE

<http://www.industrial.net/fla.html>
The home page of this popular industrial band was created largely by fan information and image contributions. The site is visually lukewarm and not very intriguing textually either. The few images that exist here are located in the biography section. One feature

we liked here was the contents, which served as a brief summary of the information found at each link. Thanks for saving us time!
Webmaster: Kirk Gibson
★★★★

PHILIP GLASS

<http://moolah.fml.tuwien.ac.at/~ameno/glass/pg.html>
If Phil were to sit in his La-Z-Boy and inventory his accomplishments, the final result would probably look very much like this site. He would begin with the heading "Operas" and list them in their entirety—acts and all. Then, he would begin his "Movies" section. He would only have a little bit to say about one of them; the rest would just include titles. He would have to include the article on himself that was featured in *Keyboard* and he might even list a biography that states his "becoming serious about music" by age 8. In order to continue to receive royalties, he would want to sell



more albums, so he'd include a discography—very complete, with the names of the record labels too. He wouldn't include any pictures or sounds because he would have to get out of the La-Z-Boy to grab them off the bookcase.
Webmaster: Amenophis
★★★★

OFRA HAZA

<http://www.aquanet.co.il/web/ofra/ofra.html>
Don't be frightened by the larger-than-life "Welcome to my den of sin" sort of image you'll see immediately upon entering this site. Ofra Haza, the Israeli version of Madonna, broke into the American music scene with tunes such as "Galbi." If you're feeling brave, an Ofra image bank that looks like a cheesy modeling school advertisement from the back of Sassy is a unique voyage back to the early '80s. The bio information brags of the siren's unique voice, but unless you've heard it before, you won't have a clue of what the author speaks. No sound files exist here, but some lyrics and lots of song/album lists are available.
Webmaster: Adar Openheim
★★★★

HERBIE HANCOCK

<http://www.intelnet.com/herbie/>
Did you know that Herbie Hancock created the *Fat Albert* theme song? This site is HTML 101 all the way, replete with line-drawing icons. However, it contains some interesting information on the keyboard master who has tapped into music, TV and film with loads of success. Like sitting in a closet, this site has everything within arm's reach but without much variety. Rock it.
Webmaster: IntelNet Communications
★★★★

ADDICTED TO NOISE

<http://www.addict.com>

This monthly artifact is a deep well of music world information ranging from band releases and tour dates to daily updates on musicians' activities. The music news is a daily feature that complements the monthly set of interviews, columns, articles and extensive lists of reviews and is archived for browsing well into the past. Sound clips are available to witness the tunes up close and personal, but the most commending feature is the layout. Great design and très functional.

Webmaster: Addicted to Noise

★★★★★



ANORAK

<http://www.anorak.co.uk/>

"Another of our lovely English girls gets lucky on holiday..." Juicy? Read on. This is a really fun site dedicated to humor in the form of U.K. tabloid watching and astute insight. Special stories you won't read about in the *Times*, such as the attempt on Smokey the Cat's life, can be found in the features section. Ski updates are about the most serious venture at this site. Daily quizzes and competitions are enough to inspire you to return again and again. Well written.

Webmaster: anorak@dal.pipex.com

★★★★★

CULTUREZONE

<http://www.culturezone.com/current/>

Somewhat like a supermodel, this site is great looking, but a bit slow. You will step through several portals to get to the content, like literary foreplay. Interesting commentaries are available in this 'zine, but ultimately, you feel like you should be reading in a nightclub—this is certainly for the ultra-chic. Our favorite section was "Special Agent Thursday and her partner Francine." These stalk fashion freaks and expose their violations, complete with the black bar across the eyes. Remember, "these sightings are real." We surely hope Special Agent Thurs. and her henchmen don't raid our offices; we all dress like DEVO.

Webmaster: Suzette Troche

★★★★★

EE MAGAZINE

<http://www.studiointermedia.com/personal.html>

"to hell with caps." yeah, why not? this site is a humor swamp, a huge mass of laughs. the features are articles that cover topics from an environmentally friendly lawnmower that is powered by rabbits—no shortage threat here—to "50 ways to annoy your professor." if you find little that makes you laugh out loud these days, journey to this 'zine for full, abdominal guffaws.

webmaster of the pan flute:
stephen.c.a.dalfoallo-daley

★★★★★

ETCH MAGAZINE

<http://www.cris.com/~etch/>

Every two months this 'zine rolls around featuring regional underground music from the Midwest. Lots of band, concert and album reviews are presented with electric, snappy design. The kids at *ETCH* bring attention and exposure to bands from their neighborhood to the rest of the country. Interviews with performers such as Esquivel and Gravatar are a taste of the musical focus of this zippy 'zine.

Webmaster: Carl Hoch

★★★★★

FLIGHTLESS HUMMINGBIRD

<http://www.personal.umich.edu/~rmutt/HomePage.html>

As the statement of purpose eloquently states, "It is luck, and luck alone, that allows you to bag a charging hummingbird." It was luck that allowed us to stumble into this "Pseudo-periodical" which features, "Art, Paranoia, Eshcatology and Fashion Tips." There's something for everyone in the pod. One-word summations of the broad categories of art and so forth link the reader to astute conceptual observations, such as, "Wallpaper soothes, art annoys," and other truisms. A word to the wise: When flying around this cage, don't get caught in the 'net too long—it's easy to do.

Webmaster: mutta@umich.edu

★★★★★



THE GIFTED

<http://www.he.net/~gifted/index.htm>

We usually search for strong content and snub images for the most part when reviewing 'zines. However, there is no denying this site its artistic merit badge. *The Gifted* is a monthly comic that includes some divine images created and displayed in a storyboard fashion to tell a tale. The Webmaster continues the story each month, developing more of a graphic novel, instead of a 'zine. The mood of the publication is horror, with "adult themes." Heh heh, cool.

Webmaster: Stephen Rice

★★★★★

THE MONTHLY ASPECTARIAN

<http://www.lightworks.com/MonthlyAspectarian/index.html>

Now that the world's new age magazine is online, you no longer have to physically project yourself to the juice bar to pick up your copy. You can stay germ-free and karma-controlled by reading the publication in the safety of your own home. The classifieds are included with complete text of the monthly columns and features. Hours and hours of cosmic fulfillment. Issues from the past year are archived in completion for the ginseng and sensory-deprivation articles you may have missed.

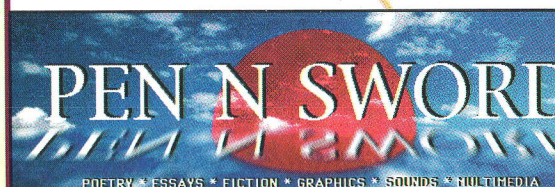
Webmaster: peterk@info1.com

★★★★★

PEN N SWORD

<http://www.rahul.net/jag/>

This is a serious 'zine that includes poetry, fiction and essays with a sprinkling of graphics. The content is focused and consistent, even



though the authors are varied, touching on issues from psyche awareness to homo-sexuality. The site does not have a lot of visual content, though it does occasionally feature artwork and photography. *Pen N Sword* takes submissions if you have a contribution worthy of publication. Ah, yes, don't forget the haiku.

Webmaster: James Gardner

★★★★★

WASTE L.A.

<http://www.west.net/~wastela/>

Waste L.A. is a dark and gritty photographic comic that is published in the form of a paper 'zine bi-monthly and updated online weekly. Each page continues the theme for an issue, or chapter as they are called by the Webmasters. The black-and-white images create a macabre mood, perfectly matching the tone of the dialog. Captions are added to each frame, or photograph, to illustrate the activity of each tableau. Prostitutes, guns, death, booze, drugs...this 'zine has all the components for a raunchy West Coast love story. Back issues are available to browse or download so you never miss a beat. The photography is excellent.

Webmasters: John Gaushell., Bill O'Neil

★★★★★

ZIPZAP

<http://www.dnai.com/~zipzap>

Two 'zines for the price of one here. Along with *ZIPZAP*, Williams & Fenn Publications has included *Deep Style*, which is a paper publication as well, to the list of things to check out. *ZIPZAP* has the content and *Deep Style* has flash but doesn't really ask the "big" questions. The home page is a bit confusing. You may actually jump around this site for a while before you figure out which 'zine you're reading. We spent some time flipping back and forth, reading poetry and fiction at *ZIPZAP* and snagging some eye-candy at "America's non-fiction fashion magazine" and determined that the two should probably merge so that the content 'zine can look better and the pretty 'zine can say something. Hey, your chocolate's in my peanut butter.

Webmaster: zipzap@dnai.com

★★★★★



Netsite: http://Web_pages.we're_glad_we/can't.find!

What's New! What's Cool! Upgrades Net Search Net Directory Newsgroups Handbook

Eugene "Don Juan" Freeman's Secrets to Incredibly Cheap Dating!

Chicks, you know, are all the same. I mean, you can go out and spend a bunch of cash on 'em and then they peck you on the cheek at the end of the night and act busy forever. So forget it. Don't spend your hard-earned cash on some babe. Keep it and use it for important stuff like extended cable TV, CDs and hockey tickets. I've spent years developing these sure-fire tips:

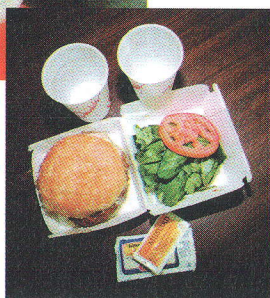
The "Wild Flowers" trick:

Why go to the expense of stopping by a florist when you pass dozens of flowers driving on the way to her place? Save time and money by stopping and pulling up a bunch. People will never notice them missing from their yards and hey, *your* tax dollars helped pay for that municipal tulip garden. Be sure to carry some tissue paper to wrap them in. She'll never know they didn't come from a florist.



Other dinner schemes:

- Fill up on spaghetti before you go out. Then, just order a side salad. Persuade your date to do the same by taking the stance of ecosensitivity, saying, "We should not take more from the Earth than we need."

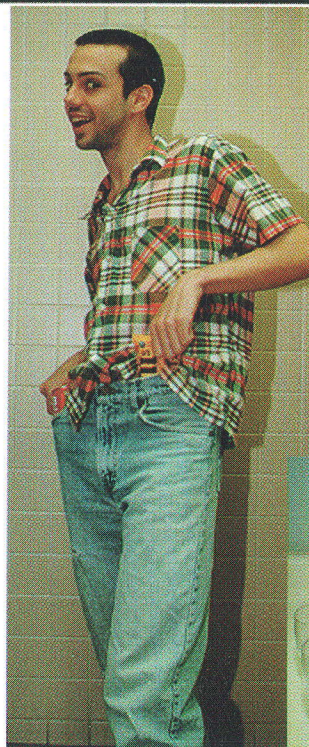


romantic touch she'll appreciate.

The Faux Culinary Faux Pas Tactic:

The way to ensure a free meal at even the finest restaurant. Simply slip in a small chunk of glass, a silverfish or other nasty into her meal as she finishes. You won't have to pay for a thing once the maitre d' hears her horrified scream!

- Go to McDonald's, order a McDLT. Give her the lettuce, tomato and onion for a nice salad, keep the burger for yourself. You could order one Coke, with two straws—a



The Clandestine Candy Routine:

Take your date to the movies, preferably one of those \$1 second-run deals. After you're seated, tell her you're going to the concession stand. Instead, go to the bathroom and unpack the m&m's, popcorn and Cokes you smuggled in.



The Recyclable Wine Bottle:

Buy an expensive bottle, drink it with your buddy Wayne, then keep the bottle. Buy some Boone's Farm, or better yet, a box of Franzia (\$12 for the equivalent to five bottles!) to fill it up again and again. Consider it recycling. Only useful if she's coming over to your place, otherwise it's too hard to explain the missing cork.

- Choose a restaurant that you know does not take American Express. Then bring only that card to pay for dinner. Your date will be forced to use her Visa, and you won't look like you were trying to get out of the bill the way it would if you simply "forgot" your wallet.

at large

MIRSKY PRESENTS

waiya

The Top 11 Worst Top 10 Lists on the Web



11. Don Ho's Hawaiian Top 10 List

<http://www.thisweek.com/DonHoTopTen.html>

Don Ho's stellar tips for what to do in Hawaii include: "Eat food and meet people." His number-one suggestion? Go to a Don Ho show.

10. Northwestern Wisconsin Top 10 Events

<http://www.execpc.com/~whospweb/hospinco/regevent/nwevents.html>

I hope the NSSR Snowmobile Speed Racing Superior and the Chequamegon Fat Tire Race aren't held on the same day.

9. May 1995 Top 10 Download List

<ftp://ftp.dfrc.nasa.gov/pub/PhotoServer/TopTen/topten-9505.html>

Maybe you are the one person who has been looking for a list of ftp.dfrc.nasa.gov's top 10 most downloaded images from 11 months ago. Well, here it is!



8. The Top 10 Signs The Starting Lineup Hobby is Going to Crash

<http://oeonline.com/~slu2/topten.html>

This page has a large, blinking heading

that says: "Dave's (not Letterman) Top 10 Lists." I wouldn't want to confuse this list on Starting Lineup sports figures with those Letterman has done. Some excerpts:

Hasboro Toy Company finds missing warehouse full of 1988 sets.

President Clinton's new balanced budget amendment contains clause for 30 percent luxury tax on sports dolls.

7. Cliff's Top 10 Guide To Anything

<http://harlie.ee.cornell.edu/~mccarthy/topten.html>
Cliff's page contains links to nine 'top 10' lists of his favorite albums, books, movies and actors. Not one list actually contains exactly 10 items. Some list as few as four. His top 10 movie list only contains nine items. Yet he has another list called "The top 10 movies that didn't make the top 10." For that, he lists 20.

6. Lou Lou's Top 10 Sexiest Men

<http://www.clo.com/~lou/topten.html>
Lou Lou, a mother from Toronto, lists her choices with photos and comments. Her number-one pick is "Jean Luc" and shows Patrick Stewart in his *Star Trek* get-up. She isn't kidding about finding him sexiest—she picked him again for slots eight through 10. Other picks include "The Highlander Guy—Who needs his name, he is sexy" and Bill Gates.



5. Top 10 ways to tell if Chet came to your house this Christmas instead of Santa Claus.

<http://www.paranoia.com/~chet/topten2.html>

Chet is another Letterman fan but he seems to draw even more from Andrew Dice Clay. His pages come "From the office in CumWad, Idaho. An example: "2. You wake up the next morning with a headache and family of hamsters in your CENSORED." (You get the picture.)

4. KEZ 99 Top 10 List

<http://com.primenet.com/novak/mac/kez99/top10.html>

The heading on this page says "Top 10 hits this week," but the page was last updated Oct. 3, 1995. Hopefully their play list has expanded since then, at least to include Kenny G. Here's the list as it appears on their page (the repeats are theirs):

- | | |
|-------------------|-----------------------|
| 1. Only You | Michael Bolton |
| 2. Together | Down |
| 3. Magician | Alicia Silverstone |
| 4. Country | Dance Billy Ray Cyrus |
| 5. Munchkin Song | The Singing Munchkins |
| 6. Only You | Michael Bolton |
| 7. Together | Down |
| 8. Magician | Alicia Silverstone |
| 9. Country | Dance Billy Ray Cyrus |
| 10. Munchkin Song | The Singing Munchkins |



3. Top 10 reasons to order from HutchNET

<http://www.csiworld.com/hutchnet/topten.htm>

HutchNET sells surveillance products. Their top two reasons:

1. You can't trust anyone, especially not the ones you think you CAN trust.
2. The government doesn't trust YOU.

Hmmm. If you CAN'T trust anyone, why would you trust THIS company?



2. Top 10 Reasons David Letterman Should Cut off Russ's Tail

<http://www.cs.hope.edu/~nelson/Topten.html>

Russ Nelson feels he deserves to go on *The Late Show with David Letterman* because he has a long braid of hair. Some other reasons:

6. Millions of people would be able to share in the joy of the event.
5. Russ attends Hope College.
4. Winter is coming and Russ is getting tired of it getting stuck in the velcro of his ski jacket.
3. It will make Russ more marketable.
2. It shall forever end Russ' phobia of scissors.
1. 'Cause...shoot, that thing is really long.

I suppose Russ' tail campaign makes sense. He surely isn't going to be asked on because of writing talent.

1. Ice Princess, Top 10 Phone Sex Girls of The Month

<http://stsim.com/mdc/telnet/>

Just remember, "If it isn't Mirsky's, it isn't the worst!"
Check out his Worst of the Web site at
<http://mirsky.turnpike.net/wow/Worst.html>

STARTING
LINEUP

UNDERGROUND



*Visit underground
online, the webbed
companion to
Internet
Underground.*

*Stories you won't
see in the print
version.*

*Music from
independent bands.*

*Software
downloads.*

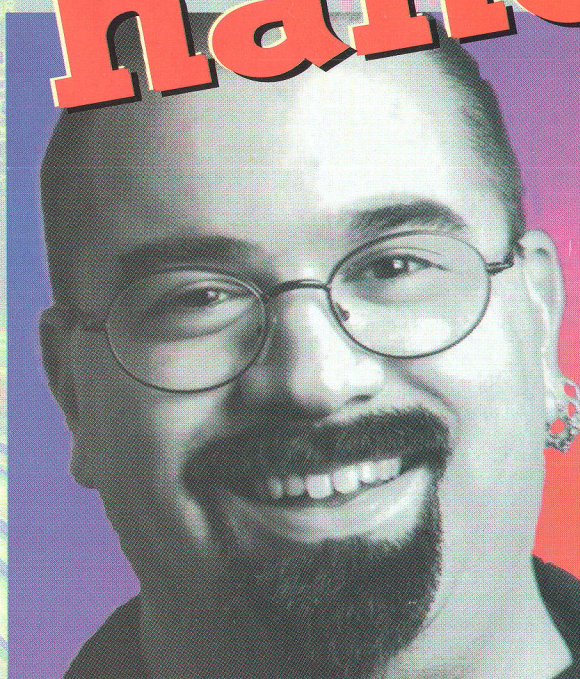
*Links to hundreds
of reviewed
Web sites.*



<http://www.underground-online.com>

gro

"I wanna hold your hand"



John Fonseca
Chief of Tech Support
IDT Internet

* Quantum Books *
Phone: 617-494-5042
4 Cambridge Center * Cambridge, MA 02142
email: quantum@quantumbooks.com <http://www.quantumbooks.com>
Internet Underground May '96 INGRA2
JOURNALS \$4.99
6000013736

Of course IDT Internet gives you unlimited time, unlimited access and free Netscape for as little as \$21.75/month.

IDT Unlimited Internet

- No time limits
- No censorship
- No gimmicks
- No sign up fees
- No software fees
- No prime time surcharge
- World's fastest e-mail
- World's fastest response time

Only \$15/month
UNIX compatible

Only \$21.75/ month
SLIP w/free Netscape
(min. 1 year)

But we give you something much more important

... Unlimited tech support.

By unlimited we're not just referring to time.

We're talking quality time.

Because unlimited tech support is worthless when your techies are limited.

I'm John Fonseca -- chief of

IDT Internet tech support.

Some of my people have shaved heads, rings in their noses, tattoos on their tukkis.

Some wear turbans and talk with funny accents.

Some wear yarmulkas and take breaks for prayer.

But they all have two things in common--

-- brains up the wazoo ...

... And a real desire to hold your hand through any problem.

So if you wanna hold hands with a 180 IQ punk, a braniac from the Indian subcontinent, or an ex-rabbi who thinks at 100 mhz, there's only one way to go.

IDT Internet. Totally unlimited.



IDT Internet
Totally Unlimited

CALL 24 HOURS
1-800-743-4343